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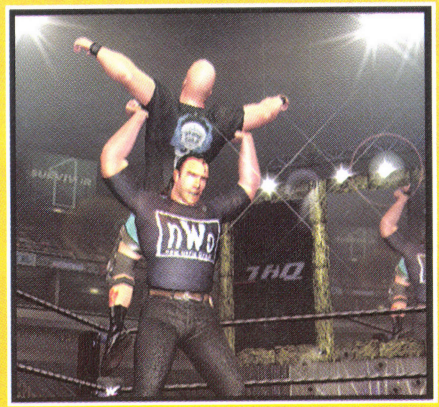

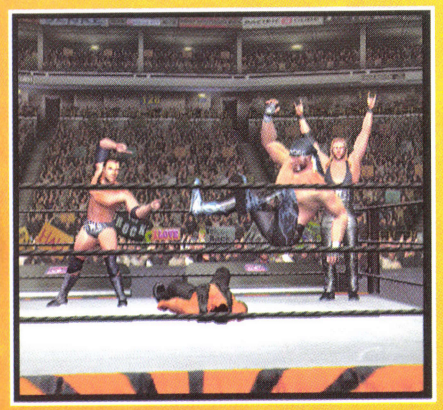

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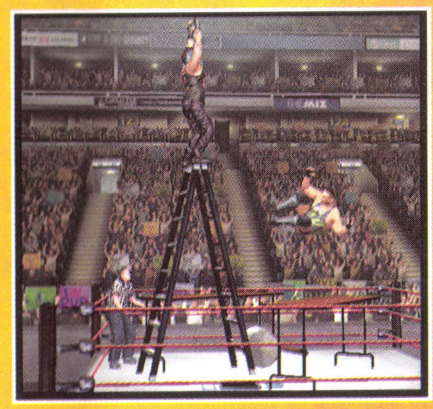

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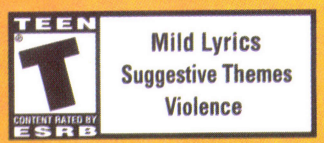

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PlayStation.2

THREE SIGHTS NOT TO BE MISSED IN ROME. TURNS 2, 5 AND 7.

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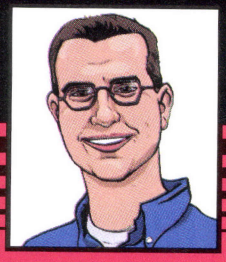

With Sony and Microsoft recently slashing PS2 and Xbox prices to $199, and Nintendo to $149, it's clear that the console war is on. We won't know a definite winner or loser for some time, but one thing's for certain: Gamers are the real winners.

As Sony, Nintendo and Microsoft duke it out, they focus on keeping prices down and good products coming to shelves. Nintendo's set to hit with a wave of hot titles this fall. All three companies recently announced online plans to complement their summer system price slashing. It's called competition, and it's a good thing.

Speaking of good things, we've got a few items here worth checking out. Our news section is packed, and getting larger by the issue. We've got more game previews, toys, and other assorted goodies.

Other highlights of this issue include our Summer Gaming Guide (waste your time effectively), strategy for *Virtua Fighter 4* and *The Italian Job*, and our biggest news section yet. So take a break from the summer blockbusters and enjoy the issue.

- Dan Leahy
Editor in Chief

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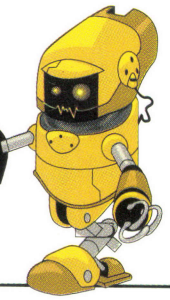

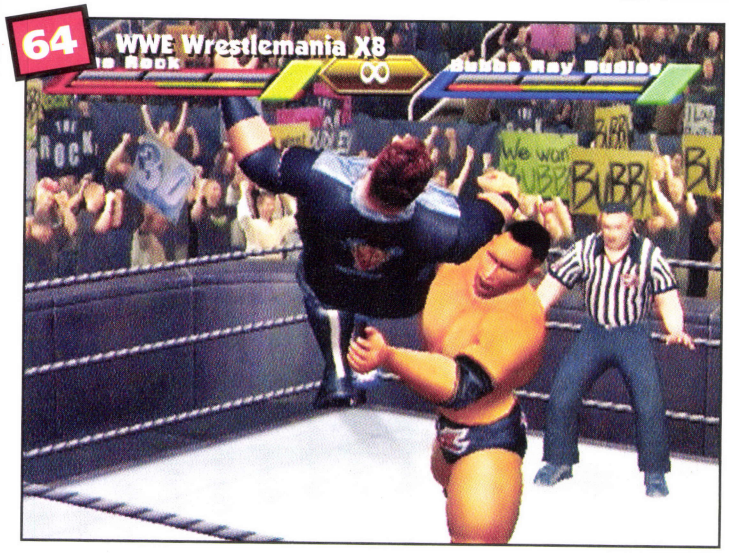

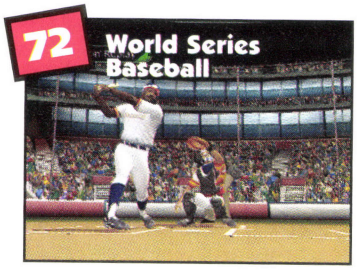

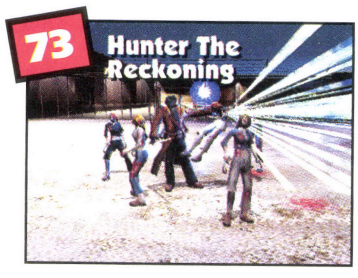

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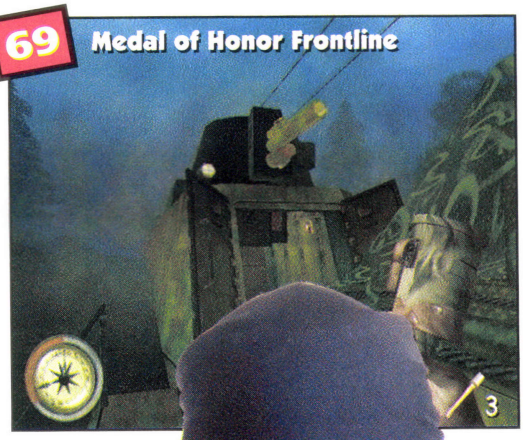

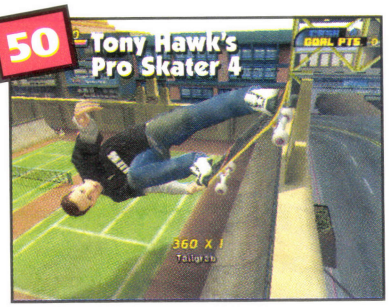

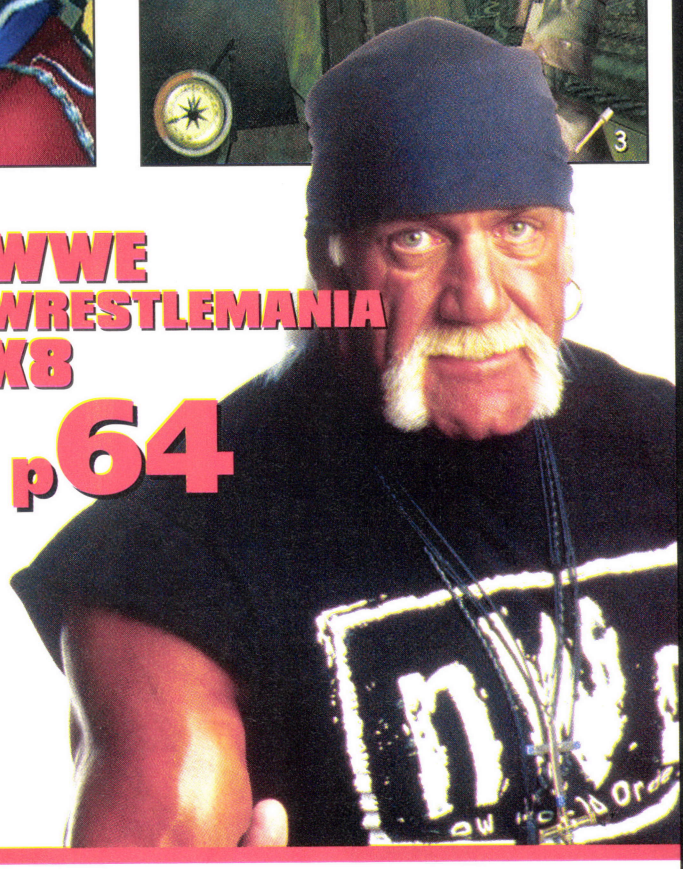

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PlayStation 2

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JUMP START

START WITH OUR LATE-BREAKING, EARTH-SHAKING LOOK AT WHAT'S NEXT

EA SPORTS SHOWCASE

We go in-depth with three of EA's heavy-hitters

Madden 2003

Football. Online. Oh Yeah!

It's hard to believe this will be the 13th year of Madden NFL Football, but EA SPORTS plans to make "unlucky 13" the best version to date. *Madden 2003* sports even more realistic animations, nastier AI, more immersive franchise options, and online play. Oh yeah, and adding a legendary announcer like Al Michaels doesn't hurt either.

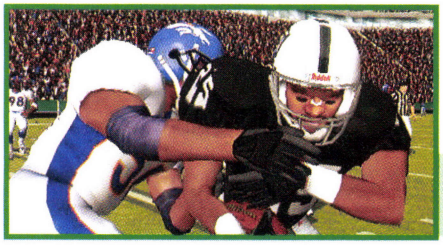
Online action comes complete with head-to-head gaming, slick interfacing and roster updates that include injuries, trades and free agent pickups. To date, only the PS2 version has been confirmed as having online play, and the game is set to support both dial-up (56K) and broadband connections.

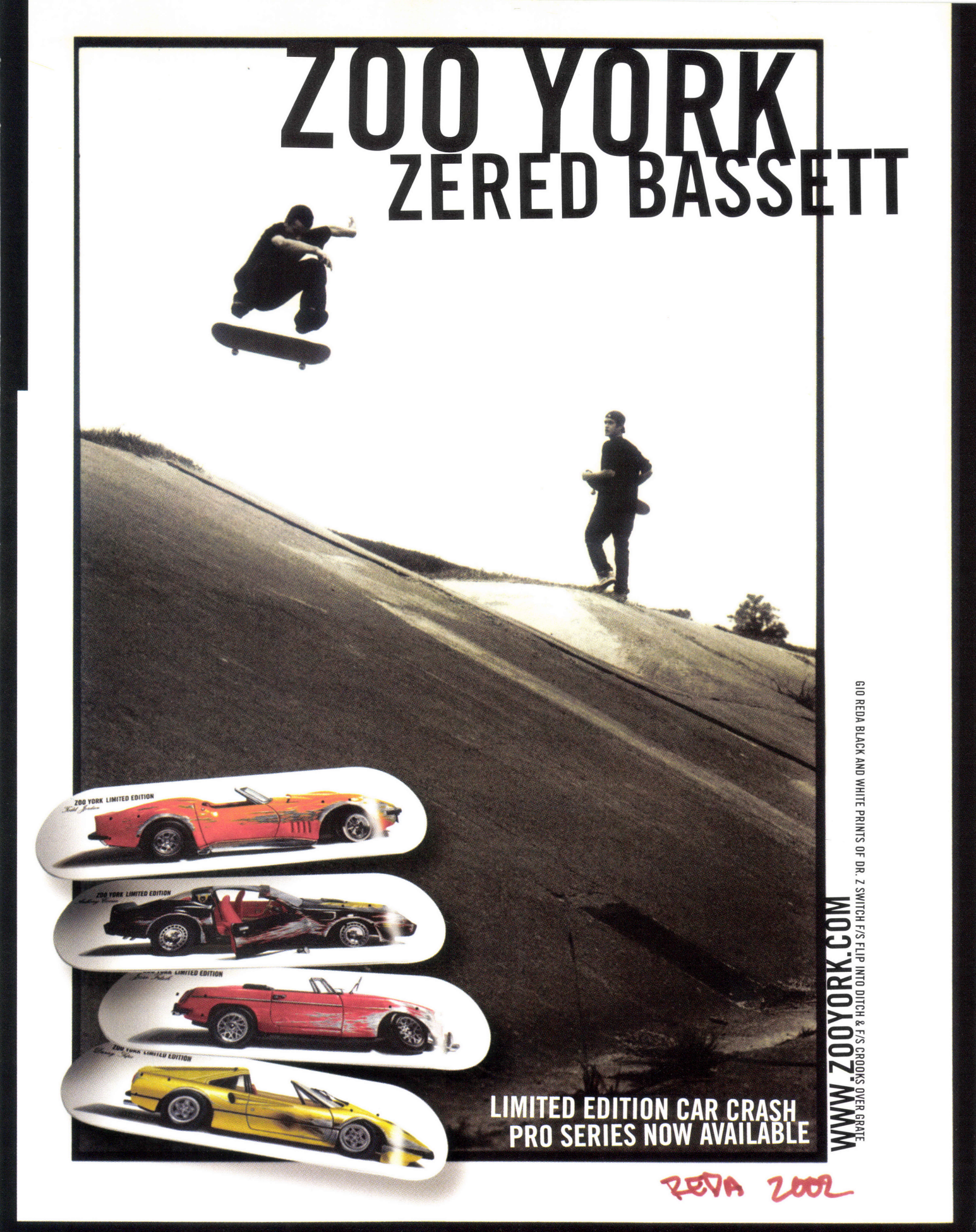
When it comes to gameplay, the Madden team has placed a premium on defense. Defensive stalwarts will find gang-tackling, defensive coaches' cameras, intelligent line shifts, linebacker audibles and more. On the offensive side, you'll see quarterbacks with a variety of new releases. Sidearm and quick throws are now a possibility, but they'll be balanced by the risk of a batted ball. The running game has taken a leap forward, with chip-blocks and slight sidestep moves to prevent you from running up the backs of your linemen.

Franchise Mode, possibly the most popular Madden feature, has also received some tweaks. Preseason has been added to the mix, and the rookie draft has been re-done. Now you're forced to focus on a few select prospects instead of receiving generic information for everyone. This is a more realistic way to handle the draft, as real NFL teams have to know what they're looking for.

New mini-games and Madden Cards round out what looks to be a spectacular package. Madden is set to release this August, and we'll be back next month with a few more impressions.

"...EA SPORTS plans to make 'unlucky 13' the best version to date."

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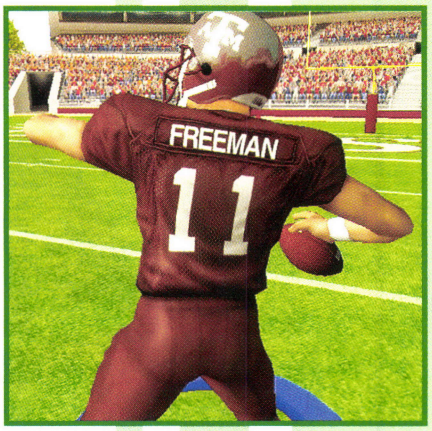
NCAA 2003 Better than Madden? Could be...

When sports junkies around the map recognize *NCAA 2002* as the deepest console sports game to date, how can you possibly expect an encore performance? Was last year's surprise sports sensation just a one-hit wonder? Not so fast, friends.

NCAA 2003 plans to take the college experience to a whole new level, adding gameplay improvements, heightened college atmosphere with bands, cheerleaders, tro-



"NCAA 2003 plans to take the college experience to a whole new level..."

phies, vivid stadiums, richer dynasty options, and create-a-school customization. Hell, they'll even let you pick your favorite team so the game will open with your school's fight song, as well as default to that school for your own Saturday slugfests. And yes, *NCAA 2003* has made the leap and will be released on all three consoles (PS2, Xbox, and GameCube.)

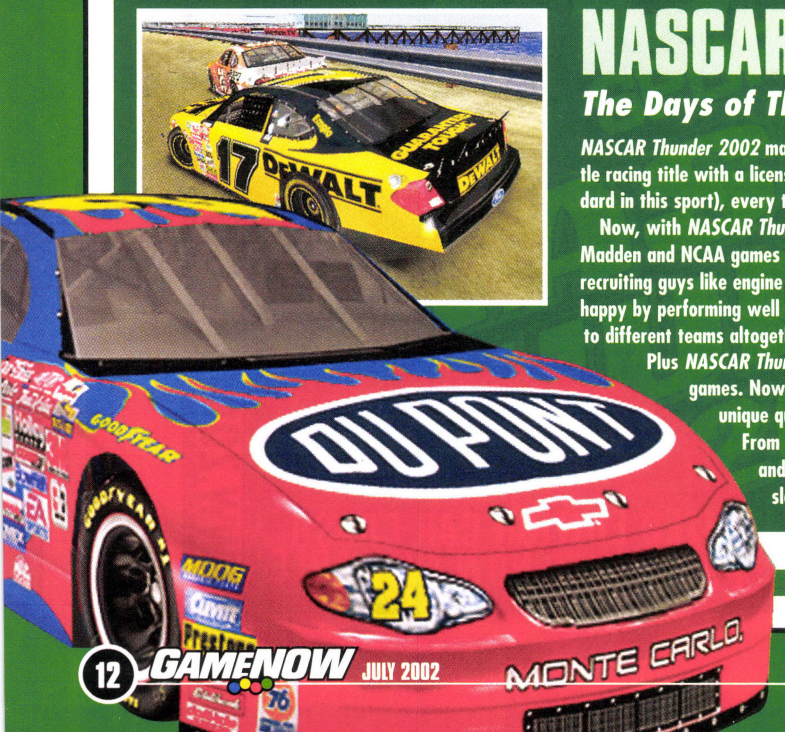
On the field, EA SPORTS has given *NCAA 2003* a fresh set of legs. The defenses react diabolically to your gameplan, compensating dramatically to your tendencies and your men in motion. Safeties and linebackers flow to the play and have no guilt when they decapitate your freshman phenom.

On the other side of the ball, *NCAA 2003* has also improved its running game. The newly refined juke, spin, stiff arm and shoulder charge can be deadly weapons when used properly. Passing has also been improved, including tighter hitches and curls, standing catches, and gravity-defying one-foot grabs along the sideline.

NCAA 2002's Dynasty Mode was a national champion for its depth of play, and the latest version has plans to repeat. Custom scheduling is now in the game, allowing even the lowliest of schools to take a whack at the nation's elite for a chance to shock the world. Recruiting has also been refined and upgraded—it will cost more for Miami to send a head coach to Seattle to check out a stud QB than it will for Washington. In addition, your wins and losses on national TV will affect your out-of-state prestige, impacting your ability to sign players outside your state lines.

Juicing the competitive atmosphere are a few added extra touches to the NCAA experience. A Trophy Room chronicles all your "rivalry" victories and "dynasty" achievements, from the Little Brown Jug to the Heisman Trophy. Nothing beats keeping some of these precious items from your best friend. Or, for that matter, recounting your running victory total on via the user stats screen.

NCAA 2003 isn't online this year, but that's the only minor weakness we can spot so far. Look for a full review in the August issue of *GameNOW*.



NASCAR Thunder 2003

The Days of Thunder are coming

NASCAR Thunder 2002 **marked a turnaround in the way EA handles its NASCAR franchise. What was a dinky little racing title with a license slapped on it became a legitimate sports game that features 43 cars per race (standard in this sport), every track and a full season and career mode.**

Now, with *NASCAR Thunder 2003*, developer Tiburon is determined to bring this franchise in line with its Madden and NCAA games in terms of play options. In Career Mode you'll actually have to build a real team, recruiting guys like engine builders, tire-changers and a pit-crew chief. And then you'll have to keep them all happy by performing well on the track. Otherwise, your guys might get clumsy on their pit stops, or just move to different teams altogether.

Plus *NASCAR Thunder 2003* will include all those exhibition races thus excluded from console NASCAR games. Now you'll be able to participate in the Bud Shootout, Winston All-star Race and the very unique qualifying races for the Daytona 500. Awesome.

From what we played of the newest NASCAR game, the cars handle a lot more realistically and require more finesse than muscle. We'll be giving this one a test drive soon, as it's slated for a September release.

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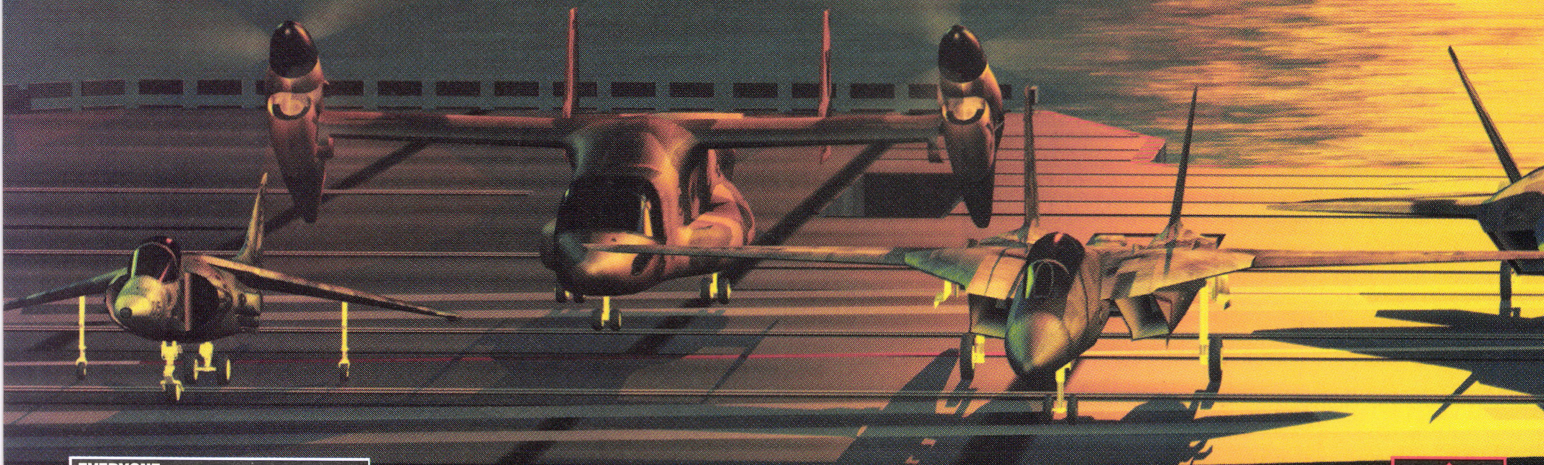

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PlayStation 2

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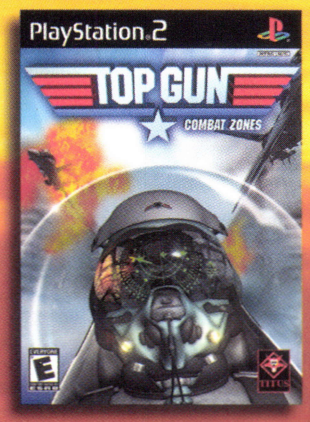

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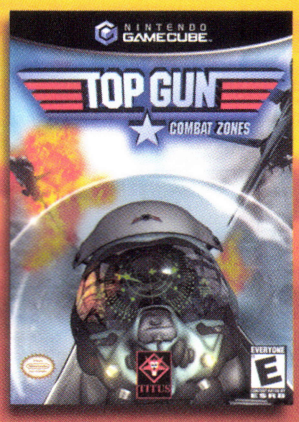
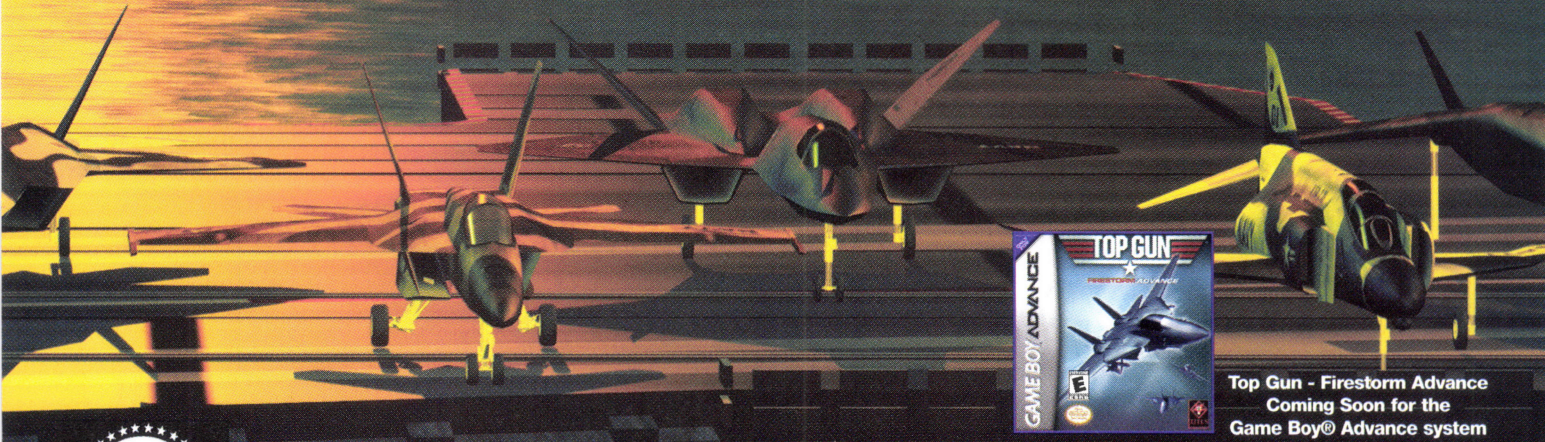


HOME AT SUNSET!



Top Gun - Firestorm Advance Coming Soon for the Game Boy® Advance system

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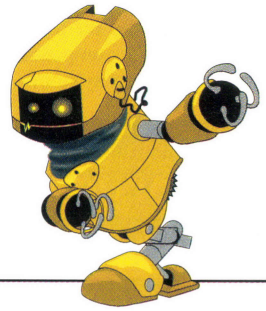
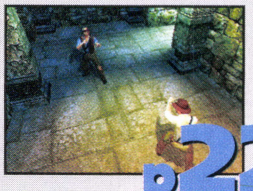


WHAT'S INSIDE!

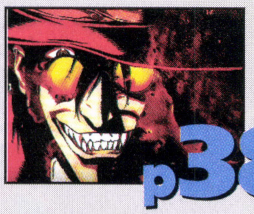
NAMCO NEWS
The house that Tekken built has a surprise in store for the GameCube!

FAN MONTH
Check out the hottest upcoming releases—including *Crazy Taxi 3*.

FAN FRENZY
Check out *Indiana Jones and the Emperor's Tomb* for PS2 and Xbox.



GAMENOW WORLD
If you thought *Vampire Hunter D* was cool, you'll definitely want to get your hands on a copy of *Hellsing*.



Price Wars 2K2

Sony, Microsoft, Nintendo trade punches.

The most powerful system? Xbox. The most popular? PlayStation 2. The cheapest? GameCube. As you might have heard, Sony, Microsoft and Nintendo took turns slashing their console's prices prior to the Electronic Entertainment Expo (E3) in May. Xbox and PS2s now go for $199 while the Cube retails at $149. The Xbox and PS2's new price point of $199 represents what has traditionally been the mass market price of choice.

Sony also went a few steps further, discounting the rest of its hardware and accessories. The PSone has been cut to a mere $49, and a PSone Dual Shock controller now retails for $19. PS2 Dual Shocks controllers and memory cards (8MB) also have been cut to $24. Also, Sony's newest gadget, a PSone with LCD flip-up screen, is on the shelves for $149.

"The $199 price point for PlayStation 2 has always been part of Sony Computer Entertainment America's strategy to bring the world's leading computer entertainment system to the broadest audience," said Kaz Hirai, president and chief operating officer of Sony Computer Entertainment America Inc.

Given the way the original PlayStation flew off the shelves at $199, we can only assume that the PS2s will do the same. Meanwhile, Microsoft, hampered by a slow start and growing GameCube momentum, had to join the $199 party.

"This new, lower price makes Xbox the best value among all competing video game systems," said John O'Rourke, director of worldwide Xbox marketing at Microsoft. "The best box is now the best value."

Last, but not least, Nintendo's drop keeps it in the position of low-price leader. Given its upcoming lineup of games, the Cube is poised for a solid fall.

"It's simple, really: Nintendo is committed to offering our players the best games and the best price," said Peter MacDougall, executive vice president of sales and marketing for Nintendo of America.

We're not sure where this console war is headed, but it's clear that consumers will reap the benefits. Whoever said war is hell?

Xbox Live Set to Debut This Fall

Online gaming is a big part of Microsoft's long-term plan for Xbox. This fall, its service, called Xbox Live, will go on the air. Microsoft will start a beta test program for Xbox Live this summer. It plans to invite gamers (probably via its web site, www.xbox.com) to help put the system through its initial paces. The Beta Testers will pay $49.95, which will include a carrying case kit that contains the set-up disc, the Xbox Communicator headset and microphone, a special memory card, and a couple of free games to try out with the service right away. Right now, we know that one of those games will be a version of Acclaim's remote control car racing game, *Re-Volt*. It's no *Halo*, but it is a good way for everyone to learn the interface that will be used with most Xbox Live-compatible games.

Those involved in the summer beta will have a chance to try the online components of several titles before the general public. For instance, when *NFL Fever 2003* hits stores in August, the online option in that game will be accessible if you're part of the beta test. So you can go to the store, buy the game and immediately be playing against other

Nintendo E3 Preview

A peek at Nintendo's upcoming titles.

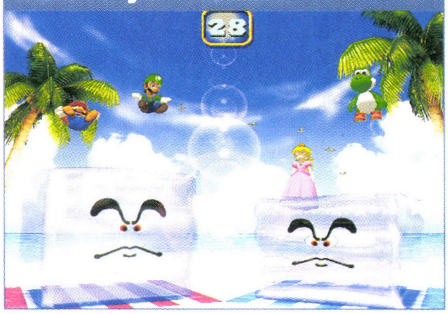
Just minutes before we left for E3, we got these pictures from Nintendo, showing off some of its new games that are in the works for the GameCube and GBA. We'll have more next month.

Super Mario Sunshine—GameCube

The Legend of Zelda—GameCube

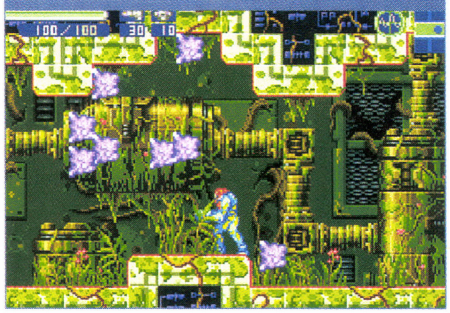
Wario World—GameCube

Mario Party 4—GameCube



The Legend of Zelda—GBA

Metroid Fusion—GBA



testers. Beta users get a year of service plus the length of the beta for their 50 bucks.

Before Thanksgiving, Xbox Live will be available in stores everywhere to Average Joe Gamer, also for $49.95. You miss out on the carrying case and the memory card, but you do get everything else mentioned above and a year of service.

What games will you be able to play? So far the list includes *NFL Fever 2003*, *Whacked!* and *Mech Assault* from Microsoft; *Phantasy Star Online*, *NBA2K3*, *NCAA College Basketball 2K3* and *NFL2K3* from Sega; *Tony Hawk's Pro Skater 4* from Activision; and *Unreal Championship* from Infogrames. More will follow, and we expect a few more to be announced at E3.

GET A $10 REBATE ON THE NEW MX SUPERFLY VIDEOGAME.

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THIS MAIL-IN OFFER FORM MUST ACCOMPANY REQUEST

$10 REBATE OFFER

BUY: Any 2 packages of TANG pouches or powdered soft drink mix

AND: A copy of MX Superfly for the PlayStation®2 or Nintendo GameCube.™

SEND: Two (2) UPCs from any 2 packages of Tang and one (1) original dated cash register receipt for MX Superfly and this completed offer form.

PROOF-OF-PURCHASE SAMPLE

RECEIVE: $10.00 REBATE CHECK by mail

MAIL TO: Tang MX Superfly Rebate Offer
P.O. Box 490253
El Paso, TX 88549-0253

PLEASE PRINT:

NAME _____

ADDRESS _____
(REQUESTS FROM P.O. BOXES WILL NOT BE HONORED OR RETURNED.)

CITY _____ STATE _____ ZIP _____

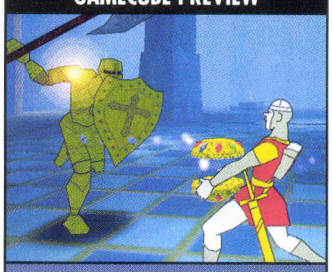
REQUESTS MUST BE RECEIVED BY 5/31/03.
ALLOW 6 TO 8 WEEKS FOR SHIPMENT.
LIMIT ONE PER FAMILY OR ADDRESS.

Duplicate requests will constitute fraud. Theft, diversion, reproduction, transfer, sale or purchase of proofs-of-purchase, cash register receipts or this Offer Form is prohibited and constitutes fraud. This offer good only in U.S.A., its territories and military addresses in which this Offer Form is displayed or advertised. Void where taxed, restricted or prohibited. Proofs of purchase submitted by clubs or organizations will not be honored or returned. Limit one Offer Form per envelope. Requests must be forwarded in an envelope with sufficient first-class postage. Resellers of Kraft Foods North America products and THQ employees and their families are excluded. Kraft Foods North America reserves the right to verify identification. No name and address labels accepted. Fraudulent submissions could result in federal prosecution under the U.S. Mail Fraud Statutes (18 United States Code, Sections 1341 and 1342). ©2002 THQ Inc. Ricky Carmichael used under exclusive license by THQ Inc. THQ, the THQ logo and the MX Superfly logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All Rights Reserved. ©2002 KF Holdings. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo.

EVERYONE E CONTENT RATED BY ESRB — Mild Lyrics

THQ

GAMECUBE PREVIEW

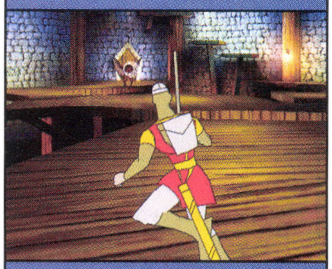


Dragon's Lair 3D

Dirk the Daring takes on another generation

Ask your dad if he's ever played *Dragon's Lair*. To your amazement, he might smile and answer "yes." The original *Dragon's Lair* was an arcade smash some 20 years ago, drawing players (and quarters) in droves to see its beautifully crafted cinemas unfold. It was more like a "Choose Your Own Adventure Book," as the player would only have to press the joystick in the right direction at given moments to keep the action moving. Guess wrong and you were dead.

Well, a generation later, Dragon's Lair 3D brings us fully into Dirk's world. This time, however, you're in total control as you guide our adventurer through all manner of danger. You'll have projectile attacks (crossbow) and special abilities to go along with the usual repertoire of jumping and hack 'n' slash. This is all done amidst a spectacular cel-shaded environment that maintains the look of the original cartoon. As for Dirk, not much has changed. He doesn't talk. He still has a funny gait. He's still clumsy. And hopefully, he'll still be loads of fun. Check it out on the Cube this September.



Here's one of the many all-new areas you'll find in Dragon's Lair 3D.

Namco Joins Nintendo

Two great companies working together to make great games.

In the wake of the announcement that Sega was teaming up with Nintendo to produce a new F-Zero game, we've just gotten word that the big N is joining forces with another third-party company to continue another popular Nintendo franchise. This time, it's Namco that will be helping to create a new Star Fox title for the GameCube.

Not to be confused with the GameCube's frequently-delayed *Star Fox Adventures* (which is being developed by Rare), this *Star Fox* (working title) will not be an adventure game, but a shooter much like the past two Star Fox releases on the Super NES and Nintendo 64.

The creators of Namco's Ace Combat series will be developing *Star Fox*, so the arial combat should be top-notch. There is also some speculation that the game may appear in arcades, as it is being made on the Triforce hardware, which is an arcade-compatible developing tool created by Nintendo, Sega and Namco.

Star Fox is currently scheduled to hit Japan in April 2003. No release date is set for the U.S., but it shouldn't be much long after the Japanese release.

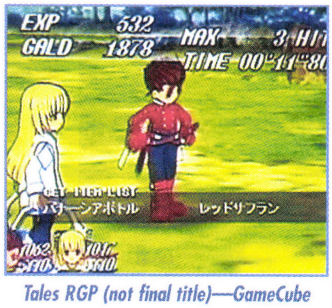
More Namco Goodness

The fun doesn't stop with Star Fox.

When Namco and Nintendo decided to go steady, they didn't just factor *Star Fox* into the deal. In fact, Namco will be creating multiple games for the GameCube and Game Boy Advance. In fact, some of the titles will be published under the Nintendo name (just like how Nintendo releases Rare's titles).

To the right is a list of all the games that were discussed between Namco and Nintendo. Please note that all the release dates next to the games are for Japan only. Some of them may not even see the light of day in the U.S., but hopefully that won't happen.

GAMECUBE TITLES IN DEVELOPMENT	GAME BOY ADVANCE TITLES IN DEVELOPMENT
■ Mr. Driller (working title) - November 2002	■ Family Tennis Advance - June 2002
■ Soul Calibur 2 - January 2003	■ Famista Advance - June 2002
■ Ridge Series Racing Game (title to be announced) - March 2003	■ Mr. Driller Ace - August 2002
■ Star Fox (working title) - April 2003	■ Klonoa of the Wind G2 - August 2002
■ Tales RPG (title to be announced) - July 2003	■ Tales of the World: Narikiri Dungeon 2 - October 2002
■ Original RPG (title to be announced) - December 2003	■ Klonoa of the Wind (title to be announced) - November 2002
	■ Puzzle Game (title to be announced) - December 2002
	■ Tales of Phantasia - December 2002



Tales RGP (not final title)—GameCube

Mr. Driller Ace—Game Boy Advance

Soul Calibur 2—GameCube

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IN THEATRES JULY 12

FAN MONTH

A Quick Look At What's Selling This Month

JULY GAME RELEASES

BE ON THE LOOKOUT FOR THESE FINE GAMES!

GAME BOY ADVANCE

- Aggressive Inline
- Casper
- Fire Pro Wrestling 2
- Need for Speed Porsche
- Road Rash Jail Break
- Sega Smash Pack
- Stuart Little 2
- Supercross
- Ultimate Brain Games

GAMECUBE

- Gravity Games Bike: Street. Vert. Dirt.
- Jimmy Neutron Boy Genius
- Smuggler's Run: Warzones

PLAYSTATION

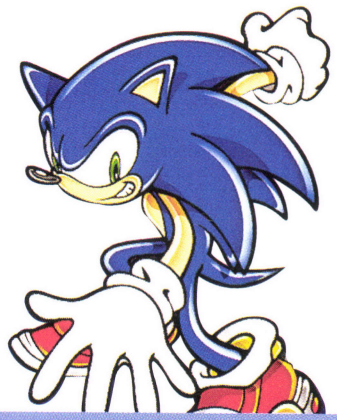
- Austin Powers Pinball
- C12 Final Resistance
- Gundam Battle Assault 2
- Stuart Little 2

PLAYSTATION 2

- Conflict Zone
- Jimmy Neutron Boy Genius
- NCAA Football 2003
- Sega Sports Tennis
- SkyGunner
- The Mark of Kri
- The Thing

XBOX

- Bruce Lee: Quest of the Dragon
- Crazy Taxi 3: High Roller
- Dead to Rights
- NCAA Football 2003



THE HOT 3 OF JULY

Want to get your hands on every game out there, but just don't have the scratch? Each month *GameNOW* picks the top three titles coming out we think you simply must have. So go ahead, get the best, and get 'em while they're hot! Here's our favorites for July:

Sega Smash Pack
GBA

The Thing
PS2

Crazy Taxi 3
Xbox

U.S. TOP TEN

THE 10 BEST-SELLING GAMES OF MARCH

1. Super Mario Advance 2 (Nintendo/GBA)
2. Grand Theft Auto III (Rockstar/PS2)
3. Virtua Fighter 4 (Sega/PS2)
4. Sonic Advance (THQ/GBA)
5. Sonic Adventure 2 Battle (Sega/GC)
6. 007: Agent Under Fire (EA/GC)
7. Grand Theft Auto 2 (Rockstar/PSone)
8. Motocross Mania (Take 2 Interactive/PSone)
9. Knockout Kings 2002 (EA/PS2)
10. Tiger Woods PGA 2002 (EA/PS2)

READER TOP TEN

1. Grand Theft Auto III (Rockstar/PS2)
2. Resident Evil (Capcom/GC)
3. Virtua Fighter 4 (Sega/PS2)
4. Super Mario Advance 2 (Nintendo/GBA)
5. Final Fantasy X (Square/PS2)
6. Super Smash Bros. Melee (Nintendo/GC)
7. DBZ: Legacy of Goku (Infogrames/GBA)
8. Sonic Adventure 2 Battle (Sega/GC)
9. Hot Shots Golf 3 (SCEA/PS2)
10. Sonic Advance (THQ/GBA)

To enter the Reader's Top Ten, send your info to:

game_now@ziffdavis.com

EDITOR'S TOP TEN

WHAT THE GAMENOW STAFF IS PLAYING WHEN THEY SHOULD BE WORKING

Number 1	Number 2	Number 3	Number 4	Number 5
Resident Evil (Capcom/GC)	Crazy Taxi 3: High Roller (Sega/Xbox)	WWE WrestleMania X8 (THQ/GC)	Medal of Honor Frontline (EA/PS2)	Kingdom Hearts (Square/PS2)
Number 6	**Number 7**	**Number 8**	**Number 9**	**Number 10**
Need For Speed: Hot Pursuit 2 (EA/PS2)	Jet Set Radio Future (Sega/Xbox)	Guilty Gear X (Sammy/PS2)	Gunvalkyrie (Sega/Xbox)	Urban Yeti (Telegames/GBA)

JAPAN TOP TEN

JAPAN'S 10 BEST FROM 4/29 TO 5/5

1. Kidou Senshi Gundam (Bandai/PS2)
2. World Soccer Winning Eleven 6 (Konami/PS2)
3. Rockman Zero (Capcom/GBA)
4. Zettaizetsumei Toshi (Irem/PS2)
5. Kingdom Hearts (Square/PS2)
6. Tennis no Oji-Sama (Konami/GBA)
7. 2002 FIFA World Cup (EA/PS2)
8. One Piece Grand Battle! 2 (Bandai/PSone)
9. Netsu Chu! Pro Yakyuu 2002 (Namco/PS2)
10. Battle Network Rockman EXE 2 (Capcom/GBA)

The ultimate off-road driving adventure is heading to the Nintendo GameCube™ this summer! With five massive levels, a huge new arsenal of countermeasures and split-screen multiplayer action for up to four players, working for an elite band of smugglers has never been more exciting or dangerous. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

SMUGGLER'S RUN

WARZONES

IN STORES
JULY 2002

Set in the world's most dangerous warzones, dodge minefields and enemy cross-fire to deliver the goods.

Huge selection of off-road vehicles with reflection mapping and meticulous detail get you where you need to be.

FOUR PLAYER!

Daring missions including aerial drops and border chases take you through an immersive story line.

TEEN T Violence
CONTENT RATED BY ESRB

NINTENDO GAMECUBE™

www.rockstargames.com/smugglersrun

Angel studios

R★

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FAN FRENZY

All the Latest Gadgets, Gear and Gizmos

GAMERIDER

If the ladies really do call you "Big Poppa," either: A). Jump for joy or B). Consider waddling toward a GameRider. Blessed with the ability to power 55+ PSone and PlayStation 2 racing titles and burn calories, it's one stationary exercise bike worth its weight in DVD cases.

At $499.95, this is without a doubt a costly investment. But considering the device actually works, letting you sweat away calories on *Hydro Thunder* or *Test Drive Offroad: Wide Open*, the price is justifiable. Through steady pedaling and deliberate handlebar turns, you'll provide in-game speed boosts and vehicle movement commands, respectively.

Pace setting controls and button attachments make the experience even more comfortable. The only downsides are manual setup and a 265lb weight limit, not that that would apply to you. Ahem. Presuming a trim body and top score are all man truly desires, the GameRider offers a little slice of heaven in spandex tights.

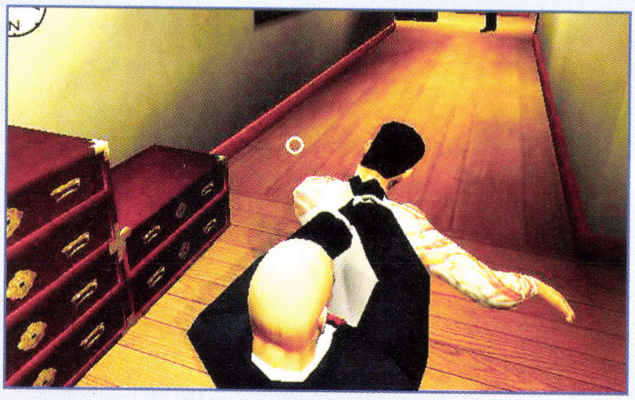
XBOX AND PLAYSTATION 2 PREVIEW

Hitman 2: Silent Assassin

Eidos' big, bad, bald hired-gun returns.

Hitman: Codename 47 (PC) left a notable, blood-soaked mark in the stealth shooter genre, guaranteeing a sequel for its hit-for-hire Agent 47. Due this September, the rightful heir (as opposed to hair—Agent 47's sole deficiency) will arrive on Xbox and PS2 in the guise of *Hitman 2: Silent Assassin.*

With a name like *Silent Assassin,* you're probably wondering what kind of cool stealth toys to there will be, right? Expect the requisite assortment of knives, handguns, sniper rifles, and explosives, but look out for the non-lethal amenities such as chloroform, night vision goggles and lock picks. As far as action goes, new features like mid-mission saves and multiple play styles should augment and intensify gameplay. We can't wait.



XBOX AND PLAYSTATION 2 PREVIEW

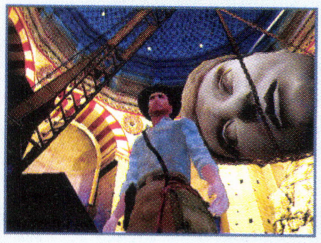
Indiana Jones and the Emperor's Tomb

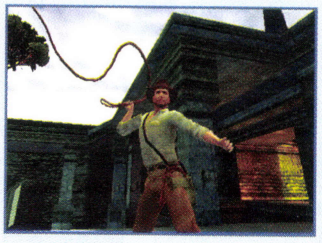
Indy gets "whipped" into shape.

Adventurer extraordinaire Indiana "I've-got-a-bad-feeling-about-this" Jones is once more donning his fedora in the heart-pounding action-adventure, *Indiana Jones and the Emperor's Tomb.* Destined for Xbox and PS2 this fall, Indy, and his sexy new sidekick, Mei Ying, will battle evil Nazis and the Asian underworld in a globe-spanning game of action and intrigue.

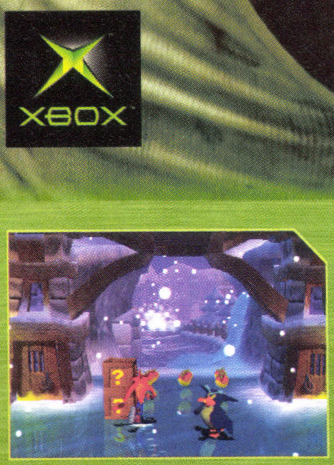
Developed in collaboration with The Collective (*Buffy the Vampire Slayer*), LucasArts' newest Indy outing will allow fans to employ his trademark whip and revolver, plus an array of improvised weapons like shovels, chairs and table legs (but not snakes). The result should be a more immersive, Indy-like gaming experience.

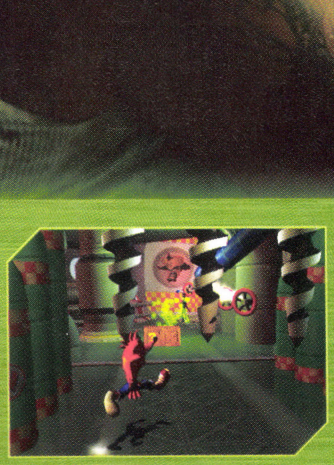
Players should also expect some hair-raising, movie-style action sequences, as Indy swims, climbs and punches his way through each exotic locale. We're especially looking forward to the Hong Kong rickshaw chase and South China Sea battle atop moving gondolas.

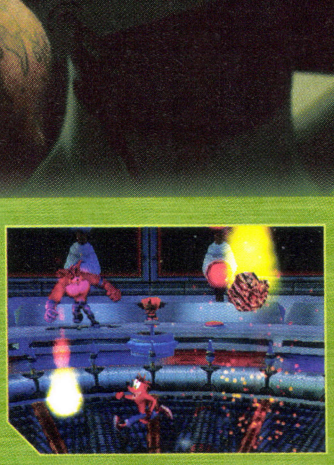




The Bandicoot's running with a whole new crowd.







Here comes Crash, in the biggest character-based game to hit Xbox. The Wrath of Cortex. Lightning-fast load times. Super-enhanced graphics. Fully detailed environments. He's really going all out for this one.

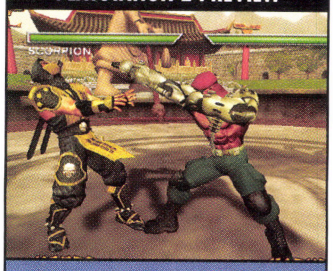
Crash. Maxed.

crashbandicoot.com

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Crash Bandicoot: The Wrath of Cortex interactive game © 2002 Universal Interactive, Inc. Crash Bandicoot and related characters ™ & © Universal Interactive, Inc. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

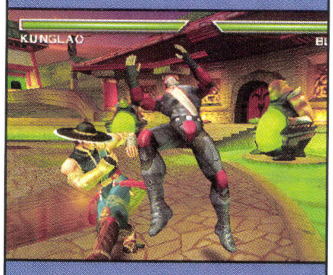
PLAYSTATION 2 PREVIEW



A Kombat Komeback?

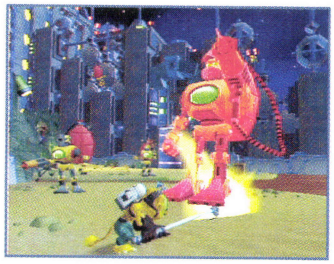
Proud Mortal Kombat series set for return.

If you've never performed a fatality, we wouldn't be surprised. It's been a while since Mortal Kombat has been popular, or for that matter, fun. *Mortal Kombat: Deadly Alliance* is trying to change all that. Weapons, random objects dropping into the arena, and full 3D movement are a good start. A return to the dark gameplay of the first Mortal Kombat is also a plus; no more Animalities or goofy Friendships. With nearly two dozen characters in the works, *MKDA* promises a wealth of different fighting styles and gameplay balance. Many of the classic characters return, as well as some exciting newcomers like the female version of Sub-Zero (now that's one cold chick). Midway has *MKDA* slated for a September release.



MKDA's graphics are significantly better than those of Mortal Kombat 4.

THE NEW PS2 GAME FROM THE MAKERS OF *SPYRO THE DRAGON*



Clank's literally got Ratchet's back in this quest.

Ratchet & Clank

Where do they get these names?

First there was *Jak & Daxter*. Now, there's *Ratchet & Clank*. Yea, we like these dynamic duo buddy games, but it's hard not to chuckle at first mention of some of these titles.

Sony's Insomniac studio is in charge of bringing *Ratchet & Clank* to life, and is promising to make this the bar by which all character-action games are judged. The story pairs the odd duo in a quest to help Ratchet (think furry young dude) return to his home planet. Using an upgrade/purchase system similar to what was used in *Maximo*, Ratchet and Clank can acquire various parts and weapons by paying for them with nuts and bolts (the game's currency). As if helping Ratchet gain the necessary parts to get back to his planet weren't enough of a challenge, the two are also faced with the task of stopping an evil alien race known as the Blaarg. The Blaarg, it seems, have overpopulated their planet and are taking parts of other habitats to form their own new one. The game already looks excellent, and we'll no doubt have an update between now and the November release.

MEN IN BLACK II CD CARDZ

Apart from things like haircuts and fashion that doesn't involve the logo of a video game company, we at GameNOW like to consider ourselves pretty savvy on all things cool. As such, we also consider it our solemn duty to inform you, the reader, of any cool things that may be coming down the pike.

Prepare to be informed:

The new *Men in Black II* movie comes out on July 3, 2002. It will be cool. You should see it. And two days later, on July 5, the Men in Black II CD Cardz will be hitting the shelves of comic book shops and specialty retailers across the country. They will be cool. You should buy them.

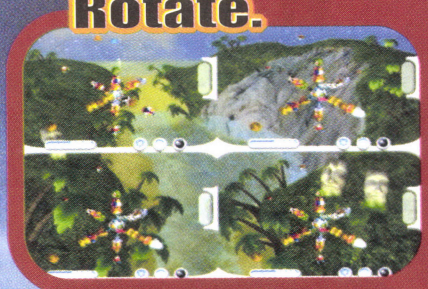
$15 buys all four Windows/Mac compatible MiB Cardz, which feature Agent Kay, Agent Jay, Serleena and Frank the Pug, along with a host of information and artwork about the movie. Each of the Cardz includes the movie trailer, concept art of all the MIB vehicles and weaponry, photos, information on the characters and the actors who play them (be sure to check out Jim "Johnny 5 is alive" Blaney as the voice of Frank the Pug), postcards to e-mail, an exclusive screen saver, and, of course, lots and lots of aliens.

ZOOCUBE™

It's not just a game. It's an addiction!

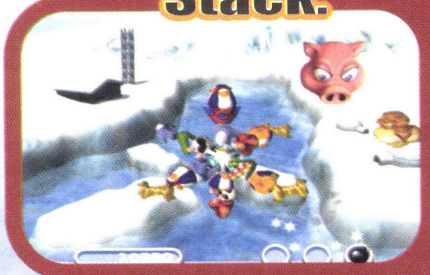
The only 3D puzzler available on Nintendo GameCube™!

Rotate.



Engage in head-to-head multi-player action with your friends.

Stack.



Put your puzzle solving skills to work! Match animal pairs on the ZooCube to free the animals.

Match.

React.

12 different game modes with added power-ups, bonuses and mind bending three-axis rotation.

puzzlekings
high adrenalin puzzle games

INTRINSIC GRAPHICS

EVERYONE
E
CONTENT RATED BY ESRB

Also Available on GAME BOY ADVANCE

NINTENDO GAMECUBE

Acclaim

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STAR WARS EPISODE II ATTACK OF THE CLONES MINI BUSTS

If Gentle Giant studios wanted to really make some money, it would leave the 3D sculpture business and get started in home security. Take a good hard look at the Mace Windu figure pictured above and tell us you don't agree.

Sure, that incredibly detailed six-inch Star Wars mini bust would look pretty tight sitting on your mantle, but imagine the raw, emotional response you'd get from potential burglars if they were to walk into your pitch-black living room late at night only to find the same figure of Mr. Jackson over there as a full-size man with arms and legs and a 32-inch maple Louisville Slugger where a lightsaber would be. Awesome.

Sadly, it doesn't appear as though Gentle Giant is heading that way (although with its awesome assembly of state-of-the-art 3D computer scanning equipment, it's more than capable of doing so). Instead, this "gentle" company seems content with its current business model of making superlative 3D sculptures of the hottest movie and comic book properties around.

The Mace Windu mini bust will be available after June 12 at comic book shops and speciality retailers everywhere. Other Star Wars busts in the Gentle Giants line include Anakin, Obi-Wan and Padme Amidala. A second release group, which will go on sale early Fall, consists of Jango Fett, Count Dooku and Zam Wesell. There will be 15 Star Wars figures in all, with the remaining characters being released on a quarterly basis. All of the busts stand between 5.5 and 6.5 inches tall, and will retail for approximately $45-50.

Action's New Sly

Check out Sony's rude dude with a 'tude.

Sucker Punch Productions won't be pulling any punches with its newest title, *Sly Cooper and the Thievious Racconus* (PS2). Targeting the same type of players and the large audience appeal of a Mario or a Crash game is never easy, but *Sly Cooper* seems headed in the right direction.

First off, this game isn't focused on bringing you the newest, greatest graphical effects. Instead, Sucker Punch is placing the emphasis on interesting and innovative gameplay. Sly, a raccoon with a set of silky-smooth thieving moves, sets up nicely as the lead character. His skill set is perfect for any number of shady moves, from dodging spotlights to sliding around tight areas unnoticed. His main prop is a hook-like device that has a wide variety of applications. Use it to hang from distant objects or bust it out in a fight.

Despite the game's "gameplay first" mantra, there's no denying that Sly has the visuals to deliver a knockout punch. Think edgy Cartoon Network, with animation that would make Disney proud. Other game details (number of levels, etc.) remain a secret at this point, but we'll be sure to let that cat (or raccoon) out of the bag when we hear more. Look for Sly sometime this September.

Only Sly could get up there.

Looks like cash money!

PLAYSTATION 2 PREVIEW

Batman Kicks It

The Dark Knight without his wimpy sidekick.

Batman: Dark Tomorrow could be the best Batman game ever. Sure, ***Batman: Vengeance*** was decent, but this one looks like it's going to take the Dark Knight mythos far more seriously. Kemco is basing the game on the comic-book series, which, in our opinion, is a great first step. DC is providing the back story for the game, and Kenji Terada (the man behind the first two Final Fantasy (NES) games) is leading the project.

Developed in England under superstar David Beckham's watchful eye, prepare yourself for the most complete soccer game ever created. Over 200 international and club teams compete for glory through multiple tournament and training modes, while spot-on commentary and advanced A.I. assure authenticity. Are you ready to step into his world?

EVERYONE E CONTENT RATED BY ESRB

GAME BOY COLOR

GAME BOY ADVANCE

XBOX

PlayStation

Rage
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PLAYSTATION 2 AND GAMECUBE PREVIEW

Bounty Hunter

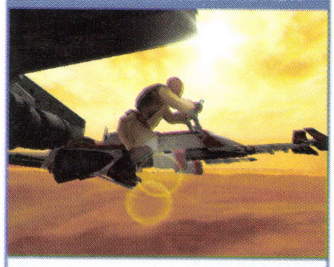
Remember to avoid those Sarlacc Pits.

We know, we know... if you were a Fett, complete with a bad attitude and a really cool costume, there's no way you'd get killed as easily (or stupidly) as poor Boba did in *Return of the Jedi*. Well, this fall, LucasArts is gonna give you the chance to prove it. In *Bounty Hunter*, you take on the role of Jango Fett, the kick-ass villain from *Attack of the Clones*.

This third-person adventure gives you six mammoth worlds and 18 distinct levels to jet through. And when we say "jet," we mean it: Jango has a flame-powered jetpack attached to his hide, allowing you to get involved in both air and ground combat. He also comes equipped with plenty of hard-hitting fire power, including missiles, a flame thrower and those classic dual blaster pistols.

LucasArts claims that the game is centered on "events between *Star Wars: Episode I* and *II*." This time frame means *Bounty Hunter* will be giving us info on events we didn't get to see in the movies. Look for it this fall.

PS2 AND GAMECUBE PREVIEW



Star Wars: The Clone Wars

What's this supposed to be: *Star Wars: Episode 2.5*?

This game picks up right where *Attack of the Clones* leaves off; it details the adventures of a brave Jedi Knight who's hurled into the chaos of the Clone Wars. The game's story acts as a bridge between *Episode II* and *Episode III*, and it'll give fans a greater grasp of how the ultimate Star Wars conflict unfolds. The disc will feature complex multiplayer battles, 40 combat units, 17 solo missions... Yeah, you can count us in.

Take control of all-new shuttles.

BECAUSE READING IS FUNDAMENTAL

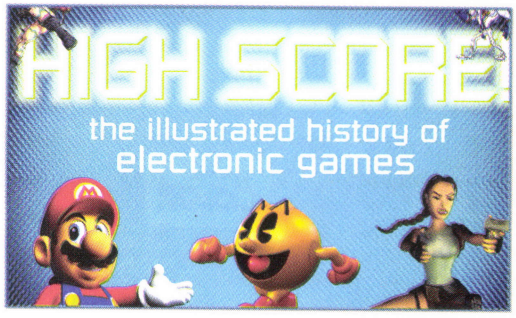
GN Book Club

High Score! The Illustrated History of Electronic Games.

High Score! is one of the better video game books that we've seen in some time. The book features scores of very informative text, but not at the expense of tons of great pictures, which are necessary when talking about the video game industry's colorful history.

One interesting aspect of *High Score!* is that it not only deals with console games, but it also delves into early computer games, giving a peek into a world that many gamers may not know about. Early computers (like the Commodore 64 and Apple 2e) were little more than glorified game systems, anyway.

To find the recently released *High Score!*, check your local bookstore. For only $24.99, you can greatly expand your video game knowledge.



High Score! by Rusel DeMaria & Johnny L. Wilson.

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* Also available in convenient travel size.

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GAME BOY ADVANCE

PlayStation 2

PC CD ROM

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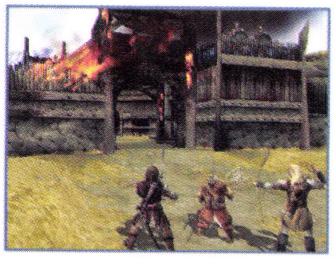
PLAYSTATION 2 PREVIEW

The Lord of the Rings: The Two Towers

A game more tempting than the ring itself.

If there's any movie (or book) franchise that's perfect to turn into a game series, this is it. Great console experiences are all about adrenaline, and flicks don't come more action-packed than *The Lord of the Rings*.

Forget about intense strategy or time consuming role-playing; this game is a straight up hack 'n' slash adventure. EA's take on Tolkien's classic story would feel right at home in your local arcade. In fact, the start up screen will bring back memories of plunking quarters into *Gauntlet Legends* or *Golden Axe*: you're asked to choose one of three different fighters, each with unique skill sets. There's Aragorn the swordsman; Gimli the axe-wielding dwarf; and Legolas the Elven archer. We took Aragorn for a trial spin (the other characters weren't working yet), and were impressed by the depth of the battles. You really have to get good at blocking, parrying and dodging to succeed here—aimlessly swinging your sword around ends the game pretty quickly. Meaning: This title won't bore you after five minutes of play.



Here's a thrilling rendition of the battle that takes place in the Mines of Moria.

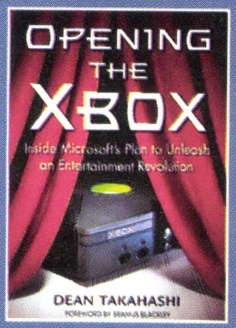
GAMECUBE PREVIEW

Smuggler's Run: Warzones

Enter the zone for multiplayer mayhem and more.

GameCube owners get ready to get illegal; Rockstar's bringing *Smuggler's Run Warzones* to the little purple box. No, it's not *GTA3*, (sorry, kids), but you'll still get to drive lots of great vehicles, carry out missions for the bad guys, and evade the law at every turn.

Sure, those things are cool enough, but what's even cooler is that you'll be treated to lots of stuff that PS2 owners weren't. Like four player split-screen modes, extra vehicles (watch out for an ultra-fast hover sled) and access to the North America level from *Smuggler's Run 1* (in addition to all the levels from *2*). So good it's a steal? We'll let you know when Rockstar smuggles over a final version to us. Look for it this summer.



OPENING THE XBOX

It takes major cojones to enter the world that we, as gamers, choose to call our own. Developing and creating a console, paying for the thing down to the screws, getting choice developers interested in it, launching it around the world, and praying that people will like it enough to pay $300 for it, is an insane task that a small group at Microsoft would find both wonderfully exhilarating and terribly frustrating.

Interested in finding out how the Xbox came to be? With his well-researched and thorough new book, *Opening the Xbox: Inside Microsoft's Plan to Unleash an Entertainment Revolution*, author Dean Takahashi creates an unprecedented blueprint on what a group of intense gamers at Microsoft can do with an idea, a few hundred million dollars and the fear of Sony's potential living room dominance with its PlayStation 2. His book is research tool like no other for anyone who's interested in finding out how the current console war got to where it is today. You should pick it up.

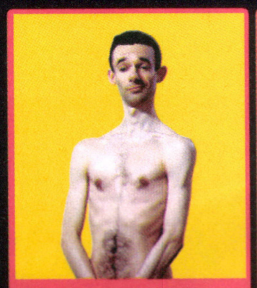
MR. XBOX

Jonathan "Seamus" Blackley's unabashed zeal for game development is an underlining theme in Dean Takahashi's book, *Opening the Xbox: Inside Microsoft's Plan to Unleash an Entertainment Revolution*. You see, Blackley's job at Microsoft was to drink much booze and sing the virtues of the Xbox to developers around the world, so the fact that he has abandoned the company whose console he helped to create has, needless to say, raised a few eyebrows.

Blackley, who cited "personal reasons" as the impetus for his departure, now has a new gig as vice president of development for the newly-formed Capital Entertainment Group. CEG will focus on getting the best games that developers have to offer in front of the publishers with the power to put those games on the shelves. The company already has a distribution deal with Sega, and will concentrate on getting games out for the PC, PS2, GameCube and, of course, the Xbox.

"I WAS A 99 LB. BARBARIAN"

- Gothar of Gundria



BEFORE UPGRADE

AFTER UPGRADE*

"I used to get molten lava kicked in my face. I was a little girly man, better suited to playing with sissy baby dolls than with battle axes. But then I mastered the **UPGRADE FEATURE in BARBARIAN**. Now nobody messes with me... **NOBODY!!!"**

"The 4-player mode is wicked. Now if I could just find 4 opponents I haven't already killed I would show you BARBARIAN's 8 character on-screen mayhem."

"Here I am getting Medieval on Keela. My weapon of choice is usually a tree, or a pillar, or my opponent... but you know me, everytime I can grab onto something and show off..."

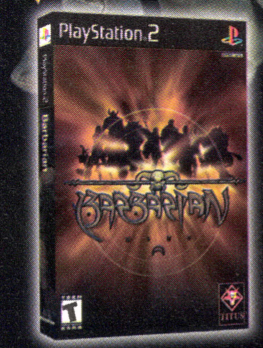
"I had no social life before, but now, with BARBARIAN's SAVE AND RUN formula, I can take my muscles with me to a friend's... and work that disco magic, if you know what I mean..."

* Your actual results may vary, Mr. Saggy Breasts.

BARBARIAN

BARBARIAN is a revolutionary new game engineered to increase - and maintain - character power and ferociousness, fast! In recent head to head field tests, even mildly upgraded barbarians crushed their friends and foes without mercy. The MASSIVE 1-PLAYER QUEST mode - with 10 playable characters and hundreds of storyline branches - is the perfect training ground for customizing your barbarian, increasing strength and magic, winning friends and influencing people with pure brute force. But wait, that's not it, BARBARIAN also features an insane MULTIPLAYER MODE with up to 8 characters on screen at the same time, a totally interactive environment, and most of all the exclusive Save-your-customized-Barbarian-and-take-him-anywhere-with-you formula!

NEW & BETTER FORMULA
2/3 Brawl
1/3 Adventure



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TEEN T CONTENT RATED BY ESRB
Suggestive Themes
Violence

XBOX

NINTENDO GAMECUBE

Developed By SAFFIRE

TITUS

PlayStation.2

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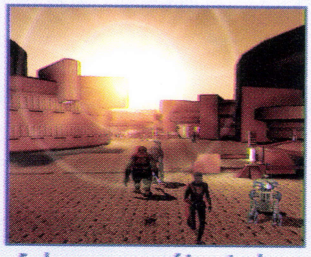
XBOX PREVIEW

Knights of the Old Republic

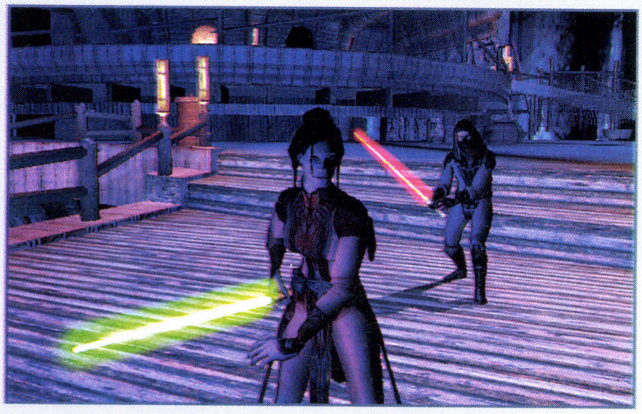
Xbox owners get a killer Star Wars RPG.

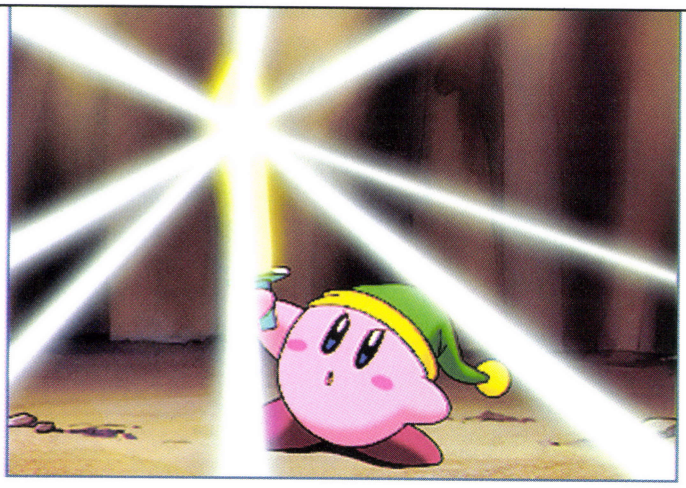
No additional info on this one yet, but LucasArts just sent out a few new *Knights* screen shots, and we thought you might like to see some of 'em. Looks great, eh?



Explore new areas of Lucas' galaxy.

Look! It's the butch version of C3PO.



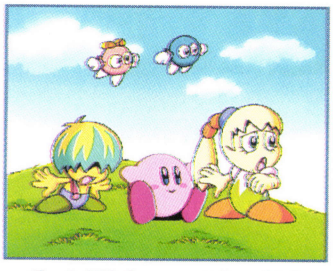


NINTENDO'S CLASSIC CHARACTER GETS ANIMATED

Kirby Cartoon

Kirby may suck, but this show sure doesn't.

Kirby, the star of multiple games on all Nintendo platforms (save the Virtual Boy), returns on September 14 as the star of his own Fox Kids cartoon. This anime, which has been airing in Japan for some time now, is being brought to the U.S. by 4Kids, the company that released the Pokémon anime in the States. In the show, the pink puffball gains a multitude of powers, just like in the games. We're really hoping to see Kirby brandishing a double-bladed lightsaber like in *Kirby 64*.

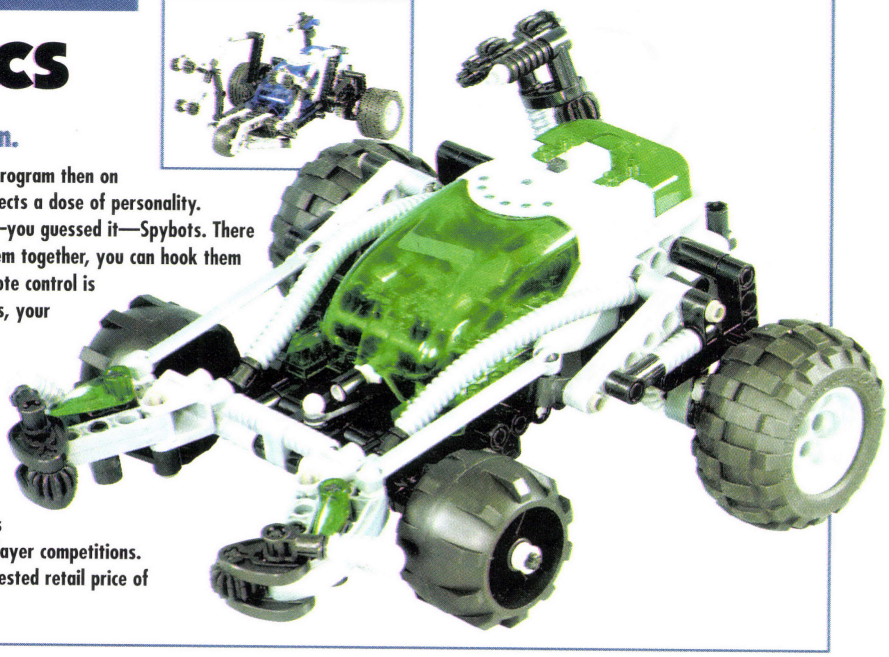


Classic NES characters Lolo and Lala (seen floating) guest star in the show.

SOLID SNAKE'S FAVORITE LEGO TOY

Lego Spybotics

Build 'em, drive 'em, fight 'em, spy with 'em.



Lego Mindstorms toys allowed you to build your own robots and program then on your PC. Spybotics, Lego's new toy line, takes that concept and injects a dose of personality.

Instead of constructing generic 'bots, Spybotics lets you create—you guessed it—Spybots. There are four different Spybots to choose from, and once you've put them together, you can hook them up to your PC and download missions into them. After that, a remote control is used to guide the robot through the mission. As you complete tasks, your robot advances in rank, proving that you are a Spybot master.

If you need more of a challenge, you can alter the game's settings, adjusting it to your skill level. Another way to boost the difficulty is by placing physical objects in the gaming zone to recreate the setting that is shown during the mission briefing. The more obstacles that you have to avoid, the tougher it is to win.

When you need a break from spying, you and your friends can send the Spybots into battle. The robot's touch and light sensors as well as an infrared "laser" gun are all used in a variety of multi-player competitions.

All four of the Spybots will be available this August with a suggested retail price of $59.99 each.

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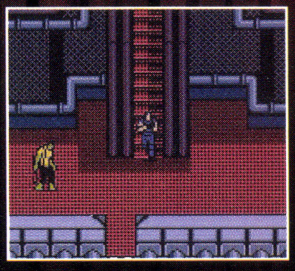

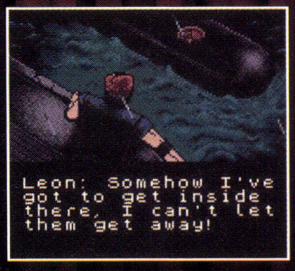

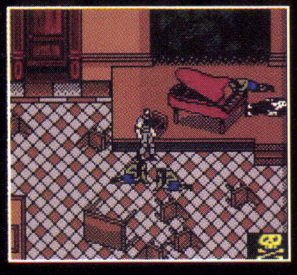

Experience the action, the intrigue and the fight of your life in this brand new chapter of Resident Evil. Hosts of deadly zombies, countless traps and lurking horrors: will their discovery take you closer to the source of the Resident Evil or lessen your chances of survival?

TEEN T CONTENT RATED BY ESRB

Blood
Violence

GAME BOY COLOR

Virgin INTERactive

m4

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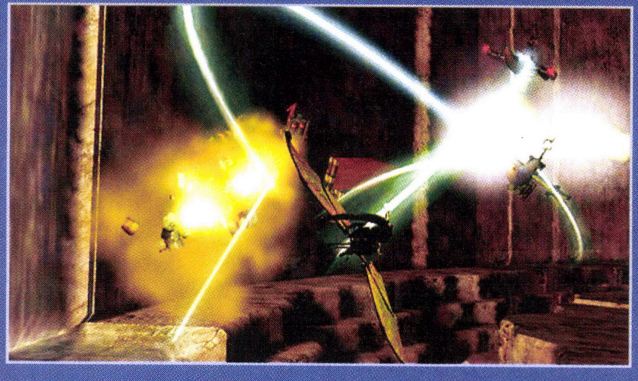
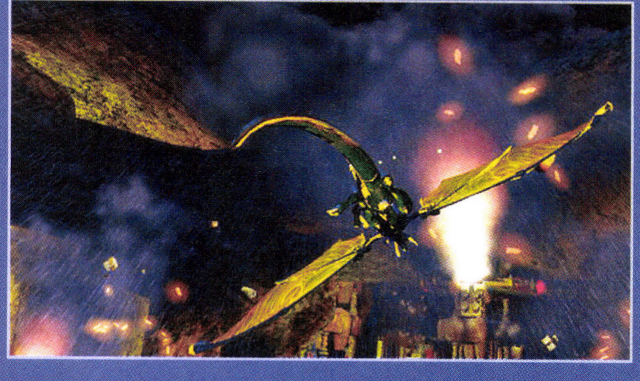
XBOX PREVIEW

Panzer Dragoon Orta

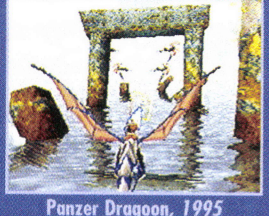
Orta in the court—and on the Xbox.

Sega has revealed some screens of the latest game in the Panzer Dragoon franchise, *Panzer Dragoon Orta*, which is coming out this fall. Although *Orta* is set after the last Dragoon game, *Panzer Dragoon Saga*, this new game ditches *Saga*'s RPG elements and returns to the series' roots as a shooter. This new title also introduces new main character in the form of a female dragon rider. There are 10 stages with multiple paths per level. The storyline will also branch apart depending on what special techniques your dragon mount learns.





A Brief History of the Panzer Dragoon Series



Panzer Dragoon, *1995*

Panzer Dragoon was one of the launch games for Sega's ill-fated Saturn system back in 1995. In this forward-moving shooter (ala *StarFox*), the player controlled a young boy who rode atop a flying dragon. Fans fell in love with *Dragoon*'s gorgeous visuals (for the time) and serene, mystical atmosphere.

A year later, in 1996, the redundantly-named *Panzer Dragoon II Zwei* ("zwei" is German for "two") was released on Saturn. This was very similar to the original, but with even better graphics. Later that same year, the unimpressive *Panzer Dragoon Mini* was released for the Japanese Game Gear.

The last Panzer Dragoon game (until now) was *Panzer Dragoon Saga*, which was released in very limited numbers on the Saturn in 1998, right at the end of the system's lifespan. Unlike the previous Dragoon titles, *Saga* was an RPG, and it's still one of the most valuable and sought-after Saturn releases.

ATARI 10-IN-1 TV GAMES

What looks like a game controller, acts like a game controller, retails at the same price point as a game controller, but comes packed with extra gaming value? The Atari 10-In-1 TV Games from Toymax International and Infogrames, that's what.

Destined for a fall release, the Atari 10-In-1 TV Games resembles a simplified gamepad, but is actually more—a complete plug-and-play 8-bit game system featuring 10 Atari classics. Just plug its A/V jacks (composite video and monaural audio) into any TV or VCR, and let the nostalgia begin. Vintage titles hard-coded into the unit will include Centipede, Asteroids, Missile Command, Battlezone, Adventure, Combat, and more.

OK, it's no Xbox, GameCube or PS2 (or even a GBA, for that matter), but that's OK by us. After all, it was the gameplay that made these games so much fun in the first place. Highly portable, self-contained, and available in blue, red, green, yellow and black, the Atari 10-In-1 TV Games will retail for approximately $20. Picking one up should be a no-brainer for all fans of the classics, as well as those who never experienced these digital gems

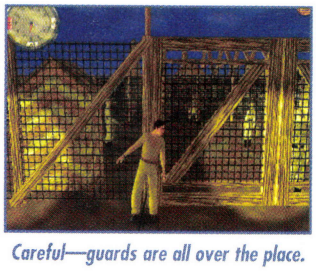
XBOX AND PLAYSTATION 2 PREVIEW

Prisoner of War

Achtung, baby!

In Codemaster's Shenmue-style Prisoner of War, you'll learn first-hand that life as a Nazi POW during World War II was no picnic, especially when a maladjusted Commandant is watching your every move. Don't worry, you won't be alone; 27 non-player characters will dole out advice, money, and teach you the tricks-of-the-trade while you pretend to like sauerkraut on a shingle. Both Xbox and PS2 owners will appreciate the dynamic weather conditions, real-time lighting and jaunting WWII-era soundtrack. There will also be plenty of anal Nazi prison guards, so you can either smear oil on your face and rappel over a barbed wire fence, or bide your time by tossing stones across the compound to annoy your fellow inmates. POW comes out this fall.

Use stealth tactics to stay alive.



Careful—guards are all over the place.

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PlayStation.2

GAMENOW WORLD

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Game Soundtracks

The groovy tunes that you game to.

Some of the coolest video game-related items out there are soundtracks featuring music from your favorite titles. Unfortunately, since a *Final Fantasy X* soundtrack won't sell as many copies as the latest Britney Spears album, you can't walk into your local record store and snag a copy. In fact, very few game soundtracks come out in the U.S. at all—most are Japan-only releases. Luckily, a company called Tokyopop (www.tokyopop.com) has released a few select music CDs in the States. You can find its products on its web site or in various game stores like GameStop and Electronics Boutique. If Japanese CDs are what you're looking for, head over to GameMusic.com (www.gamemusic.com, but you could probably figure that out). This excellent site features a huge selection of import music as well as other collectibles. Here's a couple of our recent favorites:

JSRF Original Sound Tracks.

Jet Set Radio Future Original Sound Tracks

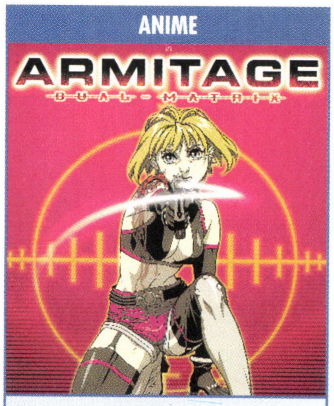
You can't go wrong with *JSR* music. After all, when a game is so centered around music, it's going to have a great soundtrack. This *JSRF* CD doesn't disappoint, although it is missing a few of the game's better songs like Scapegoat Wax's "Aisle 10"and Cibo Matto's "Birthday Cake." Still, fans of techno music will love this.

Rockman Theme Song Collection.

Rockman Theme Song Collection

Mega Man groupies will definitely want this CD in their collection. This soundtrack features the opening and closing themes from most of the CD-based Mega Man/Rockman games. Since these songs were changed or removed from the U.S. versions, it's great to hear the original (and always better) music.

ANIME



Armitage Dual-Matrix

You gotta love butt-kickin' anime robot chicks.

If you've seen *Armitage Poly-Matrix*, then you're already familiar with Armitage, the super-tough Third Type android who's fighting against the Martian Government.

For those of you who haven't experienced *Poly-Matrix*, do it now so you can check out the sequel, *Armitage Dual-Matrix*. It's being released on DVD on June 25.

Actually, the movie is being released on multiple formats. There's the movie-only standard edition and the special edition (with a making-of featurette, interviews and much more). If you missed out on the first film, you can also pick up a box set of both Armitage movies. If you're really adventurous, you might want the limited edition lunch box set, which includes the special edition DVD and an exclusive variant Armitage action figure from McFarlane Toys (as shown) all contained within a sweet Armitage lunch box.

The standard edition DVD retails for $19.98 while the special edition is $39.98. The box set is only $39.98, and the lunch box set is $69.98.

ANIME DVD

Hellsing: Impure Souls

Attention, *Vampire Hunter D* fans.

The vampires are on the rise, and it looks like mankind is seriously boned. Lucky for us, the Hellsing Organization is around to protect us weak, little mortals from a vampiric doom. When a mess of artificially-created vampires start popping up, however, Hellsing calls in its ultimate weapon, the rogue vampire Arucard (not to be confused with Alucard from the Castlevania series).

The *Hellsing: Impure Souls* DVD contains the first three episodes of the anime horror series. This collector's edition also contains the standard DVD extras like a making-of gallery, music video, concept art and a creditless opening sequence. This bilingual disc will be available on July 23 with a retail price of $29.98.

He's no Count Chocula.

Mysterious Pyramids.
Glorious Victoria Falls.
Herds of Peaceful Giraffes.

THE HOWL OF A TURBOCHARGER.

The endurance of rally driving. The rush of circuit racing. Tear through 19 rugged circuits spanning the Dark Continent in officially licensed vehicles. Conquer Hill climbs and other unique challenges as you master varied terrain. Please, tread lightly.

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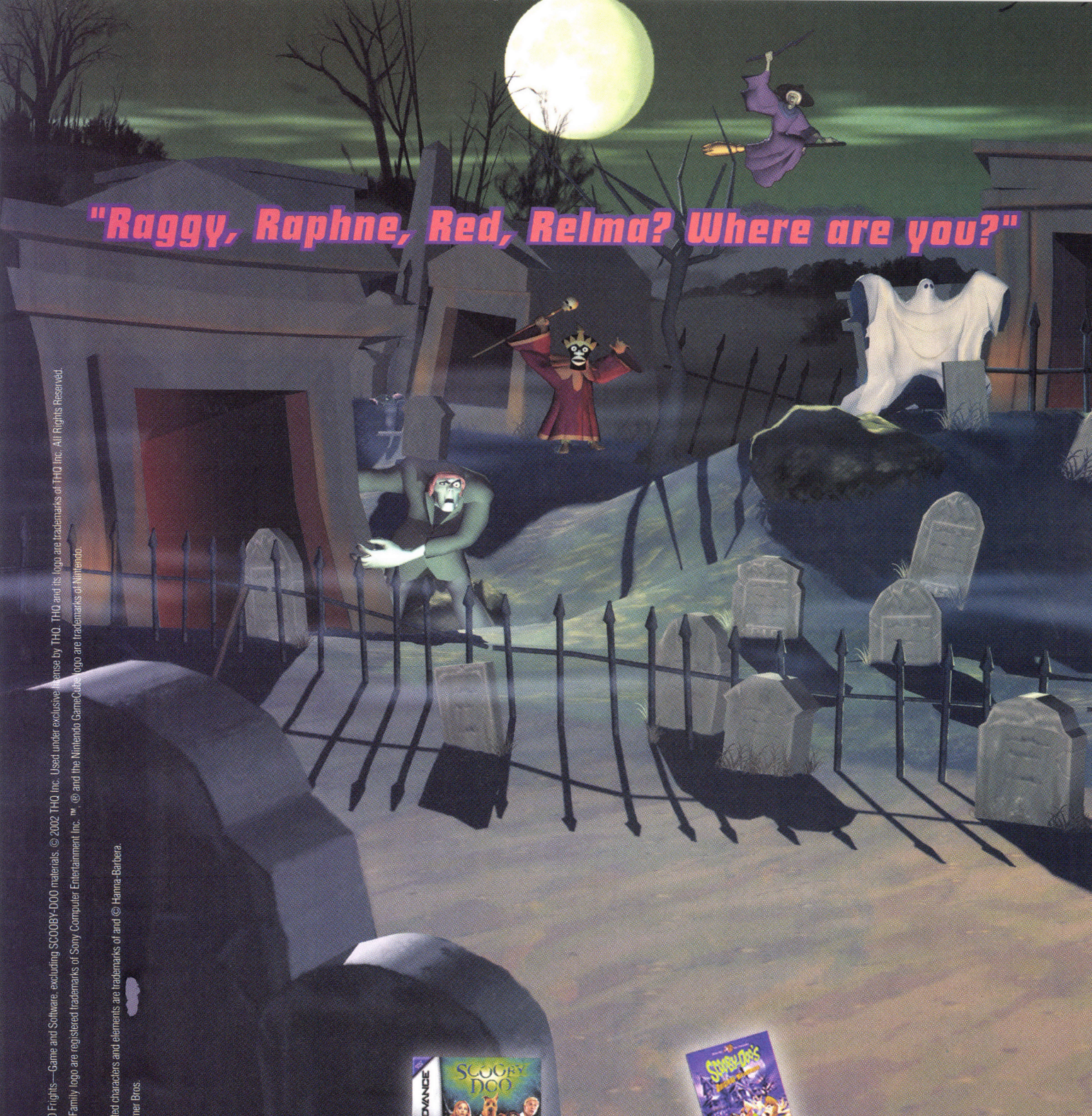

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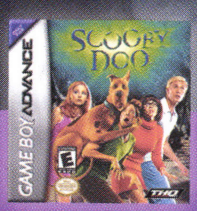


Game Boy Advance based on feature film Available Now!

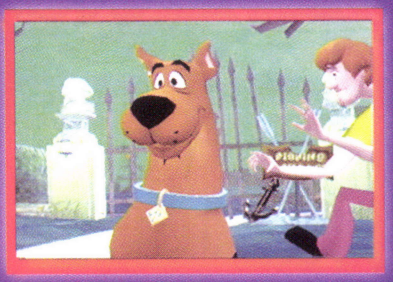
Look for Scooby-Doo's Original Mysteries on Video and DVD.

EVERYONE
E
CONTENT RATED BY ESRB

comic mischief

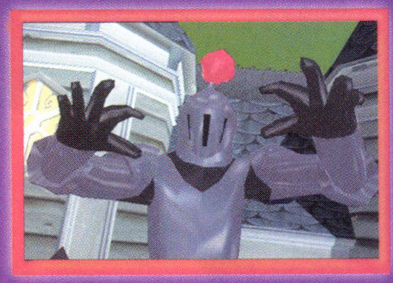
SCOOBY-DOO!
Night of 100 Frights

The gang is missing.
Help Scooby find them before he gets hungry.

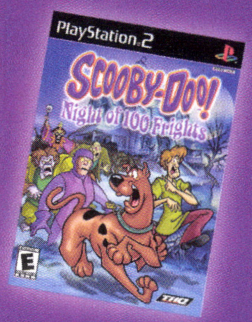


Featuring the Scooby-Doo cartoon voice actors and special guests.

12 huge levels based on the original Scooby-Doo cartoons.



Encounter 20 classic Scooby-Doo villains.



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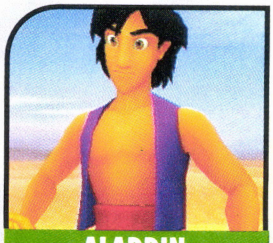
Kingdom Hearts

As we played through the Japanese version of this game, we were really surprised to see how many cool characters Square crammed into it. Here's the definitive who's who guide.

PUBLISHER: Square **PLAYERS:** 1 **SYSTEM:** PS2 **GENRE:** Action/RPG

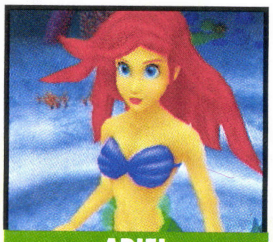
Heroes

These characters (excepting Kairi, the leading lady) join Sora's party at different times to help out during battles.



ALADDIN

Save Al from a sand trap in Agrabah and he'll join your team.

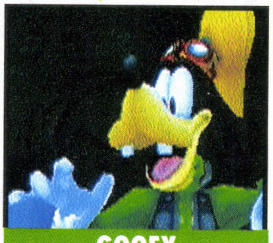


ARIEL

She'll help knock out Ursula when Sora reaches Atlantica.

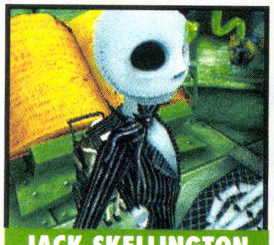
DONALD DUCK

Good with magic, Donald is with you from the very start.



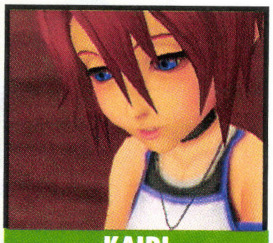
GOOFY

This freakish man-dog is also with you from the beginning.



JACK SKELLINGTON

Tim Burton's Pumpkin King is good at hand-to-hand combat.



KAIRI

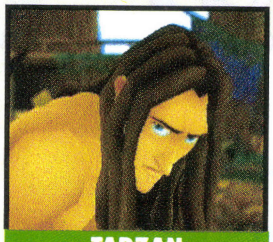
This cutie is the love of Sora's life. Save her from the Darkness!

PETER PAN

Pan teaches Sora how to fly during battles in Neverland.

SORA

An all-around good guy, Sora's a lot tougher than he looks.



TARZAN

Big. Strong. Grunts a lot. He Tarzan. He good with spear.

VILLAINS

The enemy roster holds a big surprise for fans of the Final Fantasy series. That's right—Cloud's a bad guy. He's a tough opponent, but the fight with him is a mere warmup; just wait till you challenge Ursula.

CAPTAIN HOOK

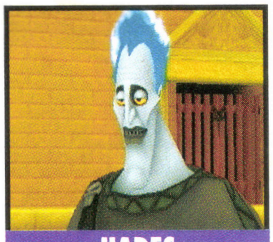
Don't let the dandy clothes and foppish hat fool you; he's deadly.

CLAYTON

This big game hunter would happily kill Bambi for sport.

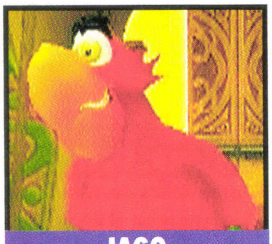
CLOUD

Hades forces the hero of *Final Fantasy VII* to attack Sora.



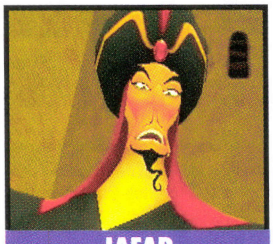
HADES

Never trust a guy who's head is on fire. Hades is an evil schemer.



IAGO

This obnoxious jerk makes killing Jafar difficult in Agrabah.



JAFAR

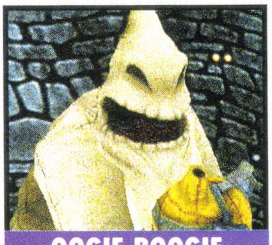
A sinister madman bent on ultimate power and destruction.

LOCK, SHOCK AND BARREL

This giggly trio is know to terrorize Halloween town.

MALEFICENT

The ring leader of the villains; she's not known to play "fair."

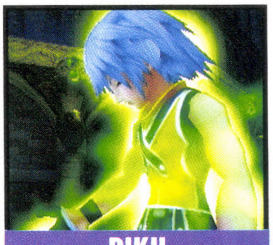


OOGIE BOOGIE

This guy's a jive-talking sack of bugs, snakes and other crawlies.

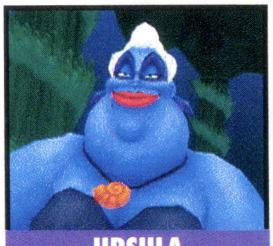
DARKNESS

Bosses don't get much nastier than Darkness.



RIKU

Riku starts out as your friend, but quickly changes sides.



URSULA

This slab of blubber is pretty scary when she wants to be.

SUPPORTING CAST

Kingdom Hearts is bursting with familiar Square and Disney character. Here's the supporting lineup.

101 DALMATIONS

Pongo and Purdita has lost all of their pups. Can you find them?

AERIS

She's back—no GameShark code required. And she can't be killed.

ALICE

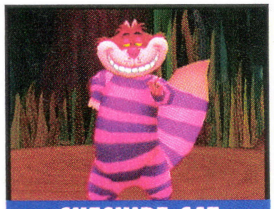
Alice is imprisoned for a crime that she did not commit.

BAMBI

Who'd have thought Bambi would grow up to be a summon?

BEAST

Beast shows up at the very end of the game to offer advice.



CHESHIRE CAT

This guy lets you know where to find evidence to help Alice.

CID

A Final Fantasy mainstay, Cid mans the equipment shop.

DUMBO

Beware of this summon's mighty water blast—it's a killer.

FAIRY GODMOTHER

Looks like she hooked up with Merlin (she lives in his shack).

GENIE

This wacky summon trots out an all new stand-up comedy routine.

GEPPETTO

Pinocchio is missing, and Geppetto's out to find him.

HERCULES

The mighty Hercules is your guide and mentor in Olympia.

JANE

Tarzan's arm candy is sweet; just keep Clayton away from her.

JASMINE

Aladdin's main squeeze has been kidnapped by Jafar. Save her!

JIMINY CRICKET

Jiminy keeps track of the save files in *Kingdom Hearts*.

KING TRITON

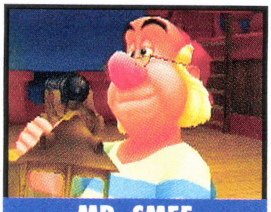
Ariel's father is staunchly opposed to letting her grow up.

MAYOR

The slippery mayor of Halloween Town is really two-faced.

MINNIE MOUSE

She's sad that her famous hubbie has mysteriously disappeared.



MR. SMEE

Captain Hook's dim-witted sidekick stays out of big fights.

MUSHU

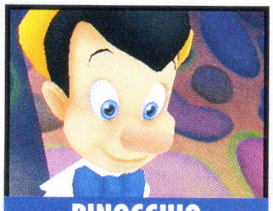
Mushu is the tiniest summon, standing about two feet tall.

OWL

This scholarly bird offers some helpful tips along the way.

PHIL

Phil has been reduced to playing Hercules' grumpy sidekick...



PINOCCHIO

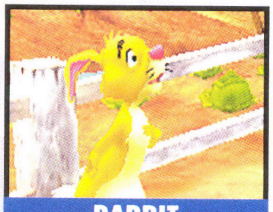
Why bother saving Pinocchio? He isn't even a real boy.

PROF. FINKLESTEIN

This guy may look like a villain, but he's a softy at heart.

QUEEN OF HEARTS

Short on patience, the Queen of Hearts rules Wonderland.

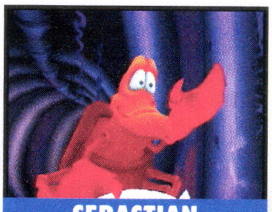


RABBIT

The dopey rabbit of Hundred Acre Woods is Pooh's friend.

SALLY

Only slightly sexier than Raggedy-Ann, she's Jack's girl.



SEBASTIAN

The smack-talkin' lobster gets a kick out of lecturing Ariel.

SELPHIE

With *FF8*'s Selphie around, how can Sora fall for Kairi?

SIMBA

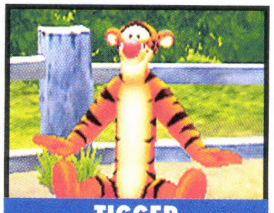
Simba is one bad-ass summon. He makes Ifrit look like a wuss.

SQUALL

The stoic hero of *Final Fantasy VIII* has a large role in *KH*.

TIDUS

Tidus is just a lil' guy in *Kingdom Hearts*. He teaches Sora to fight.



TIGGER

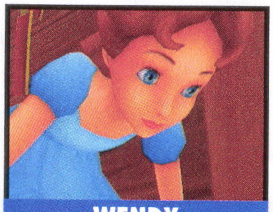
Tigger is your guide through the Hundred-Acre Woods.

TINKERBELL

Tinkerbell is a summon with healing properties. Just clap!

WAKKA

Grade-school Wakka likes smacking Sora around.



WENDY

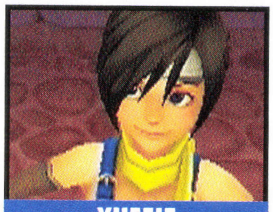
Pan's lady friend needs to be saved from Hook in Neverland.

WHITE RABBIT

He's late for a very important date... follow him down a hole.

WINNIE THE POOH

Oh, no! Pooh's run out of his favorite honey! Can you help?



YUFFIE

This popular *Final Fantasy VII* character lives in Traverse Town.

ZERO

Jack Skellington's pet ghost comes around for a quick cameo.

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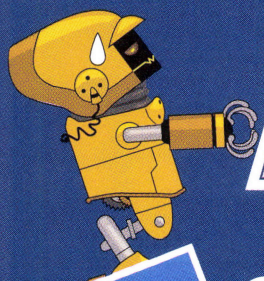

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Q & A

■ ROCKABILLY RULES, DADDY-O! BRIAN SETZER IS AWESOME AND I'M HOOKED. WHAT ELSE SHOULD I JAM TO?

The Quakes
Ace and the Ragers
Blazing Haley
Reverend Horton Heat
Tiger Army
Dragstrip 77
Stray Cats
Nitro Martini

The West Coast stage is a whole new ballgame with its roof-top driving.

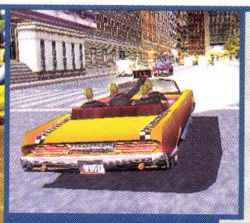
FACT FILE

CRAZY TAXI 3 HIGH ROLLER

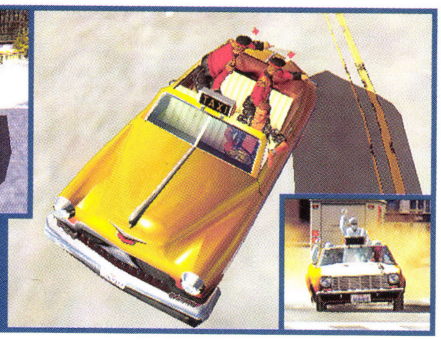
- **Publisher: Sega**
- **Players: 1**
- **Release: July**
- **Genre: Action Racing**
- **Website: www.hitmaker.co.jp/game/TAXI3/home.html**

XBOX

Busy city streets like these lead to the barren desert in Glitter Oasis.



Take Gus' '50s heap airborne with the all new Crazy Bounce move.



CRAZY TAXI 3 HIGH ROLLER

Shut up and move your butt!

Hey! Hey! Hey! It's time to get crazy all over again with *Crazy Taxi 3 High Roller*. This time, it's off to Vegas, baby.

Jump in four spanking new cabs, hit the strip, and pick up some crazy fares in Glitter Oasis, Sega's aptly-named Vegas lookalike. Keep your eyes peeled for all the jumps, crashes and shortcuts made famous by the series, with some fast and furious mini-games to boot in Crazy X mode.

Feeling nostalgic? Buckle up for a flashback, because the original *Crazy Taxi* and *Crazy Taxi 2* cities are packed in as well, and they sport improved visuals and control.

Heck, Sega's even tweaking the sound on *CT1* and *CT2*, and letting us rock out to more tunes from Offspring, Pennywise, Bad Religion and even Brian Setzer.

With all this gold on the way, we're feeling kind of lucky. We'll let you know if the final product's "the money" as soon as we can.

Pull a Crazy Dash to get an extra boost of speed.

Wait, isn't that "BD Joe" from the original game? Yep, you got it! Now shut up and move your butt!

Mega Man.EXE and his pal Lan are back...

MEGAMAN BATTLE NETWORK 2™

This time, there's a new net crime organization in town and its computer hacking has created a computer virus that's quickly gaining momentum. Join Mega Man.EXE, Lan and their Net-battling friends to win this cyber battle of

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The next installment of the amazing cyber adventure.

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- NEW Battle Chips!
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- Mega Man's appearance & abilities evolve based on your playing style
- Trade Chips and cyber battle with the Game Link® Cable

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Comic Mischief

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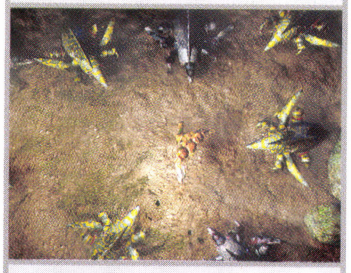
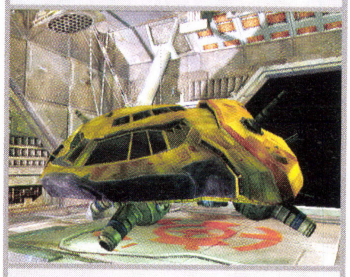
Q&A

■ WHY DID IT TAKE SO LONG FOR NINTENDO TO ANNOUNCE A NEW METROID GAME?

Apparently, the Metroid franchise is not nearly as popular in Japan as it is in the United States. It took constant pleading from American fans to make this GameCube game a reality. And even then, it got farmed out to a U.S. development team.





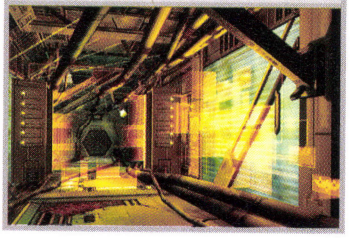
The classic ship from Super Metroid returns in this new release.

FACT FILE

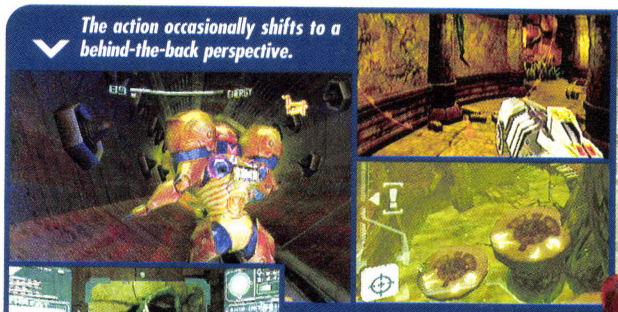
METROID PRIME

- **Publisher: Nintendo**
- **Players: 1**
- **Release: November**
- **Genre: Action/Adventure**
- **Website: www.nintendo.com**

GAMECUBE



The action occasionally shifts to a behind-the-back perspective.



Samus' high tech gear allows her to extract critical info on enemies.

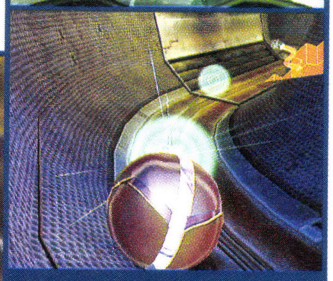
METROID PRIME

Samus is back— need we say more?

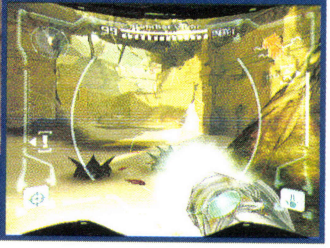
Samus Aran was a big-time action hero on the NES and Super NES before she joined Mario's ranks in *Super Smash Bros. Melee*. It's been eight long years since the gal's gotten a game of her own, so the upcoming November release of *Metroid Prime* has gotten hardcore Nintendo fans to start drooling like babies.

For the first time, players will be asked to control Samus from a 3D first-person perspective. Will this new setup work on a series that has relied so heavily on 2D platforming in the past? We think so. Samus can still grapple, roll into a ball, and quickly flip from ledge to ledge, so old-school Metroid junkies will feel right at home when they're playing this.

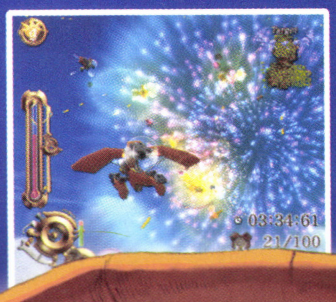
Isn't it great to finally own a Nintendo system that can run movie clips? Samus has never looked better than she does in this GameCube release.

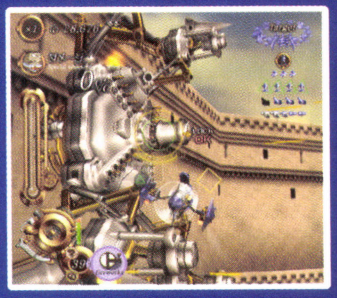


The open pods in this screen look like they've been pulled straight out of the movie Aliens. Creepy...



AN AERIAL ADVENTURE UNLIKE ANY OTHER





- Powerful game engine allows for expansive environments and an insane amount of onscreen action!
- Choose from three SkyGunners: Ciel, Copain and Femme. Take on a multitude of spectacular missions!
- Take advantage of the intricate scoring system to unlock hidden secrets and modes!

"SkyGunner offers high-flying action, aerial dogfights, massive boss battles, and some truly amazing airship designs."
- EGM

SKY | GUNNER™

In various parts of the world, there are those with jobs unlike any others. They are owners of special aircraft and guns and are commonly referred to as "Gunners." The setting is the town of Rive, where an exposition is set to take place in two months time. What adventures await these Gunners?

EVERYONE
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CONTENT RATED BY ESRB
Mild Violence

PlayStation.2

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Q & A

■ WHAT'S THE BEST PART OF THE COMBAT?
Targeting specific body parts is a cool way to dispose of enemies. Go for an arm, a leg or right for the head. It's all good fun.

■ GOING INSANE?
"Insanity effects" are one of the game's bigger surprises, and all we'll say is you won't believe your eyes.

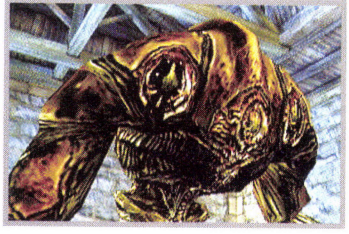
Icy stare or come-hither flirtation? Yeah, baby!

FACT FILE

ETERNAL DARKNESS: SANITY'S REQUIEM

- **Publisher: Nintendo**
- **Players: 1**
- **Release: June**
- **Genre: Action**
- **Website: www.nintendo.com**

GAMECUBE



That ain't the NBC Peacock.

We betcha that glass would shatter mighty purty-like.

We're not sure what's going on here, but it looks evil.

ETERNAL DARKNESS: SANITY'S REQUIEM

Darkness shows older players the light.

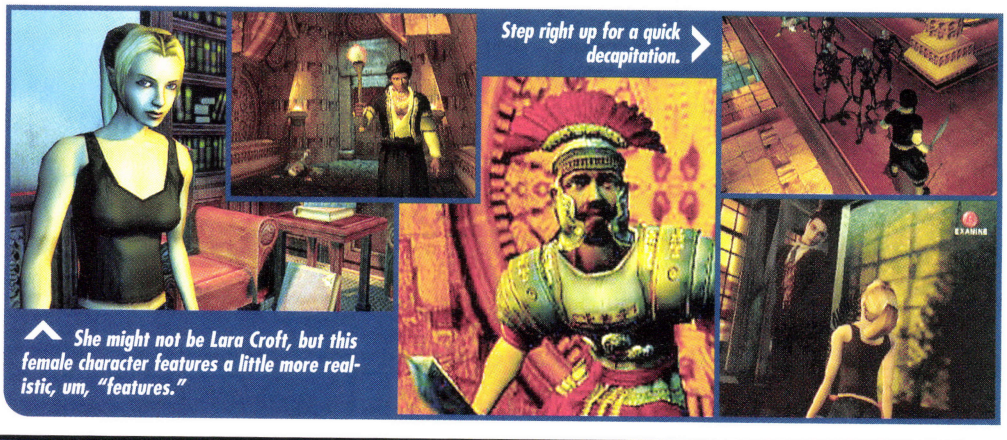
Sick of the GameCube's ever-expanding roster of kiddie games? Thrilled with the recent release of *Resident Evil* for the Cube? If your answers were "yes" and "hell yeah," then start salivating over the sinister *Eternal Darkness: Sanity's Requiem*.

With a plot that weaves 12 playable characters into a detailed story, *ED* could be one of the year's most ambitious titles. Developer Silicon Knights has gone to great lengths to put those characters in unique environments, as the action shifts from French cathedrals to underground cities. You'll want, and have to, visit these locales more than once with different characters, as their different abilities and changes in the environment lead to pleasant surprises.

The game's engine is quick and perfectly suited to lending the baddies a beatdown. Target enemies with the Right Trigger and hit A to attack. The camera pans and tracks your player with accurate, timely movements, making battles more fun than nuisance.

Three years in the making, it's not surprising that *ED* looks good. Originally planned as an N64 release, there's no question that the title belongs on the GameCube. Multiple characters and detailed environments are handled smoothly by the Nintendo's newest system. Cool lighting and other visual flourishes also impress. It's no Resident Evil, but it's safe to say that *ED* more than holds its own.

With topnotch voice acting and 5.1 Dolby Surround Sound, *ED*'s overall package reeks of high production values. The game promises over 25 hours of gameplay and we're looking forward to every last minute.



She might not be Lara Croft, but this female character features a little more realistic, um, "features."

Step right up for a quick decapitation.

PlayStation®2

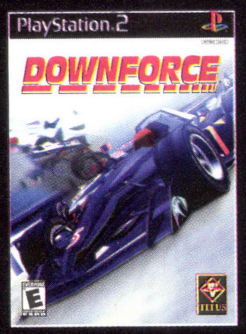
"Downforce is an essential racing purchase for speed freaks. It's a smashing drive."
– Play Magazine

TAKE A RIDE ON THE WILD SIDE!

TONS OF TRACKS

FASTER SPEEDS

DEVASTATING CRASHES



WHAT RACING IS ALL ABOUT

EVERYONE E CONTENT RATED BY ESRB
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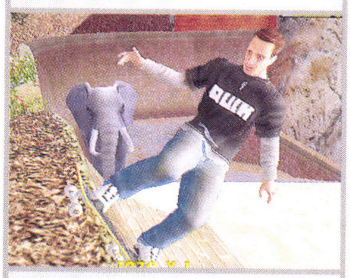
Q & A

■ IS IT GOING TO BE ONLINE?
We haven't heard yet, but after last year's successful run on the PS2, we'd bet yes.

■ WHAT'S CREATE-A-SKATER LIKE?
It's pretty extensive. The customization options feature some nice details, allowing you to be creative.



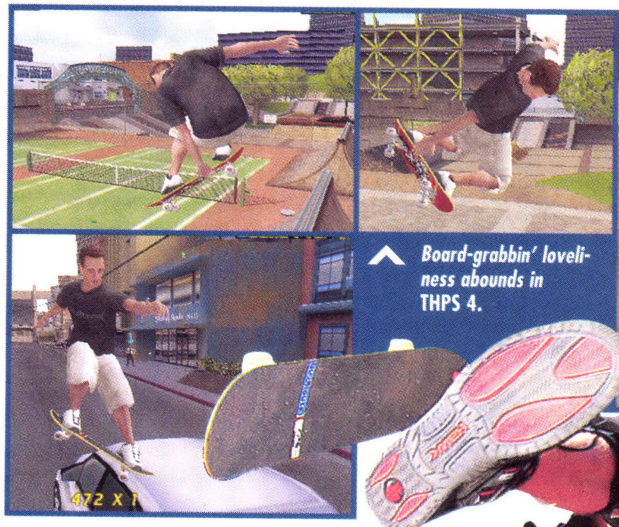
Tony looks a little stiff here. Maybe the elephant's making him nervous.

FACT FILE

TONY HAWK'S PRO SKATER 4

- **Publisher: Activision**
- **Players: TBD**
- **Release: November**
- **Genre: Extreme Sports**
- **Website: www.activision.com**

PS2 PLAYSTATION 2



Board-grabbin' loveliness abounds in THPS 4.

Grind the elephant's trunk for mad combo bonuses.

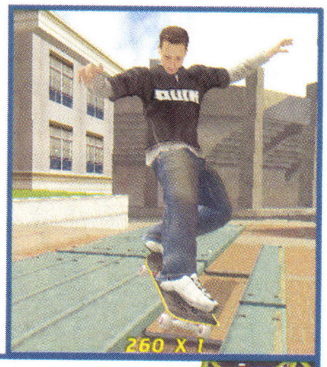
TONY HAWK'S PRO SKATER 4

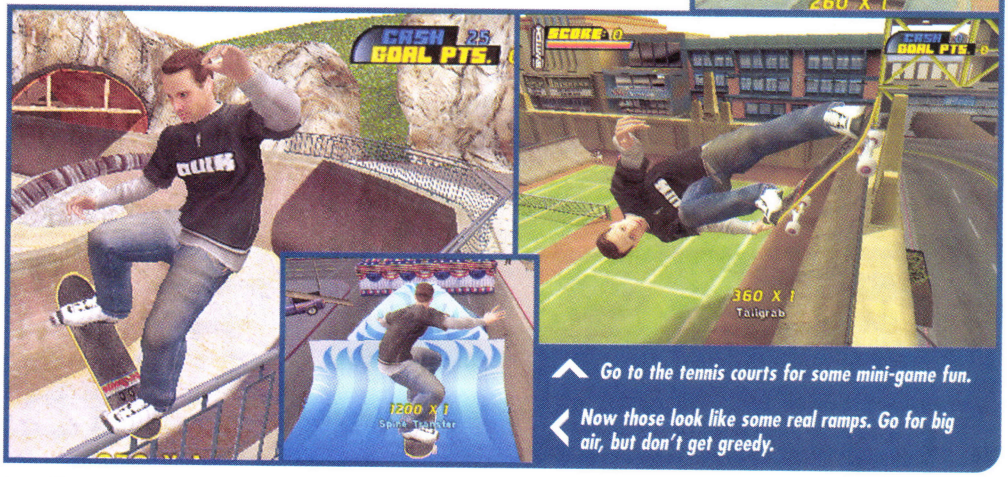
This just in: Tony Hawk games are cool.

Tony Hawk meets RPG elements meets Grand Theft Auto? Not quite, but this year's Hawk installment is pushing the boundaries of what the series has been known for.

Yes, great tricks are in the game, we all know that. What's new is the Career Mode. Now you can just hang out, chat with other characters, and trick at your leisure. As you move about the level, characters will point you to new level objectives. For example, if you talk to a security guard about a pack of unruly kids, he might ask you to help round 'em up. Or a photographer might have you perform some vert tricks for an upcoming magazine spread. Get the idea?

Unfortunately, while we do know there's a new park editor in the works, there hasn't been any talk of online play yet. We're sure to find that out before the game's November release, so keeping checking *GameNOW* for updates.





Go to the tennis courts for some mini-game fun.

Now those look like some real ramps. Go for big air, but don't get greedy.

"The best crashes ever in a video game" - IGN

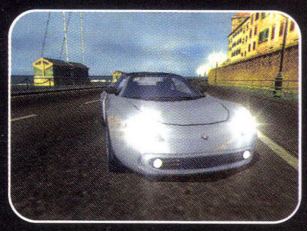
DRIVE DANGEROUSLY.

"Play this game as soon as possible."
GAMESFIRST!

"Burnout's crashes are quite a show."
GAMEPRO

"Run out and get Burnout!"
HOTGAMES.COM

The most spectacular real-time crashes. Ever.



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CONTENT RATED BY ESRB
MILD VIOLENCE

Criterion GAMES

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Screens shown were taken from the Xbox™ version of the video game.

Q & A

WAIT A MINUTE, IS THIS A PS2 EXCLUSIVE?

Nope. You can expect *Need for Speed: Hot Pursuit 2* to grace the Xbox, GameCube and PC as well. All versions are targeted to hit around the same time period (September/October of 2002), so there's a little ways to go yet. As for differences, the biggest one is that the PC version allow up to eight of your buddies play at once.

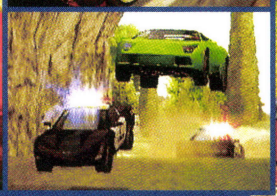
Police choppers will actually hunt you down with bombs and missiles!

FACT FILE

NEED FOR SPEED HOT PURSUIT 2

- **Publisher:** Electronic Arts
- **Players:** 1-2
- **Release:** Fall
- **Genre:** Racing
- **Website:** www.needforspeed.com

PS2 PLAYSTATION 2



Licensed cars like this Ferrari let burn rubber in style, but take major damage if you don't treat 'em right.

Shortcuts offer quicker routes to the finish line, as well as ways to dust cops.

NEED FOR SPEED HOT PURSUIT 2

I feel the need...the need for speed!

Two. The magic number for EA's latest installment in the Need for Speed series. As in *Hot Pursuit Two*. As in two years in the making. As in the inception of the series on PS2.

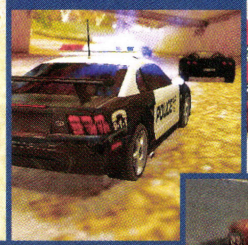
And maybe we're "too" excited about this title. But why wouldn't we be? We'll have 23 licensed cars to choose from (and yes, they'll show visible damage) ranging from exotic Lamborghinis to massively priced Bimmers and Mercedes. We'll get to spruce them up with official colors, choose between Classic and Extreme handling, and feel the difference in every single one of them.

We'll even get to feel like we're in an action movie, thanks to EA's partnership with Hollywood stunt coordinator Gary Hynes (whose resume includes *Speed*, *Jurassic Park* and *Days of Thunder*). His involvement promises white-knuckle action with a cinematic edge, and suggests that this racer will be as cool to watch as it is to play.

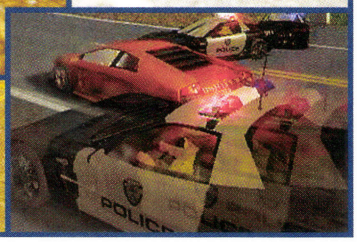
Think that's sweet? Well, the cinematic action doesn't stop there. In addition to the usual cut-scene and replay options, *Hot Pursuit 2's* new Matrix-style 360-degree cam and "Jump Ahead" tool not only look pretty, but should prove useful with their respective GPS-style arrows and circular chase-cam functions. With a little luck, both tools will take us to the finish line in style and keep us from getting busted by the five-oh.

Why? Because one thing we *don't* we don't look forward to is being pulled over and tossed into virtual prison. Hordes of squad cars, choppers, spike strips and official police tactics await; all hell-bent on bringing our joyride to a screeching halt, but we think they'll never catch us.

Between *Hot Pursuit 2's* four modes (Quick Race, Be the Cop, Challenge and Tournament) and the ever-changing AI, we think no race will ever feel the same. And with additional multiplayer, setting and traffic options, we think we'll be "feeling that certain need" quite a bit come this Fall.



Porsche versus Ferrari: Who will win?

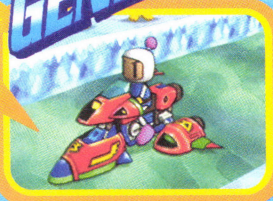


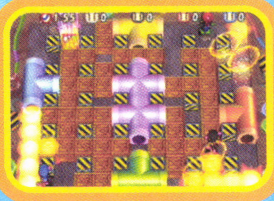
These cops aren't in Crown Vics—they're suited up in high-performance machines just like this Lamborghini.

(Have you heard who's on Nintendo GameCube?)

BOMBERMAN GENERATION

SHORT MAN. SHORT FUSE. BIG ADVENTURE.





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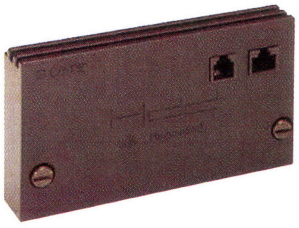
Q & A

■ HOW MUCH IS ALL THIS GOING TO COST?
Sony's Network Adpator: $40.00
Broadband ISP: $30-$80 (monthly)
SOCOM Game: $50.00
Playing Online: Priceless



■ ISN'T THERE A MOVIE CALLED NAVY SEALS?
Oh no! Why'd you have to go and ask that? Now we have to throw in a picture of Charlie Sheen and plug an '80s film that's on par with *American Ninja*—Good question!

You can tell these boys are Navy SEALS. Just look at those haircuts.

FACT FILE

SOCOM: U.S. NAVY SEALS

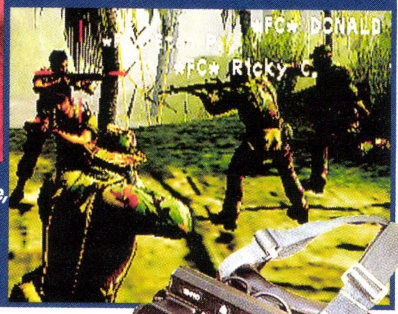
- **Publisher: Sony**
- **Players: 1-16**
- **Release: August**
- **Genre: Action/Strategy**
- **Website: www.scea.com**

PS2 PLAYSTATION 2

This is some mean terrain. Lose it here, and you're in a world of hurt.

Take out these goons on the first level to intercept Spetznaz weapons dealers.

Multiplayer mayhem. This as close as you get to a real Mexican standoff.



SOCOM: U.S. NAVY SEALS

Bullets over Broadband.

Tom Clancy must wish he had his name all over this one. Why? Because *SOCOM* is about to start a gaming revolution.

Is it because some Clancy-esque squad-based action is heading for the PS2 in the vein of *Rainbow Six*? Nope. How about the fact that real Navy SEALs were called in to ensure the authenticity of *SOCOM*'s gaming elements like its 40 authentic weapons (MP5s, M4A1 carbines, frag grenades and more), and four real-world environments (Alaska, Thailand, Congo and Turkmenistan)? Nope. Or is it because the A.I. is so darn smart, it knows when to toss your own grenades back at you, lurk in the shadows, and use silenced weapons to take you out with one fatal shot? Nope, nope and nope.

Those things are all awesome, but the real reason *SOCOM* is about to set the world on fire in August is because of a little thing we like to call "online play." That's right, this puppy is poised and ready to be the first game on the PS2 to allow internet play, and all you'll need is broadband access and Sony's $40 network adapter.

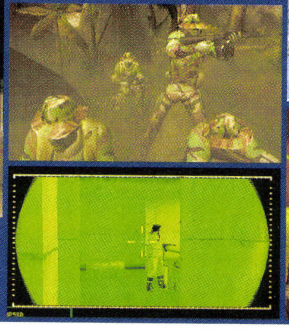
So what's the big deal about playing online? Well, imagine you and 15 of your closest friends (that's 16 total for you non-math whizzes) rescuing hostages in Extraction Mode, planting bombs in each other's bases in Demolition Mode, or just mowing each other down in Elimination Mode. Sure that's cool, but what's even cooler is you can actually *talk* to your friends while playing online, thanks to *SOCOM*'s enclosed headset. After all, who wants to pause to issue orders with the PS2 controller when you can just bark them at your buddies, or trash talk them into the ground?

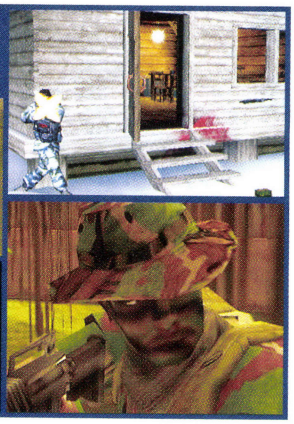
Those without broadband or the extra bucks for the adapter can at least rest assured that they've got 12 single-player missions waiting for them, all with secondary goals that unlock a healthy dose of extras to bolster gameplay.

So far, the game is looking and playing great, and we're getting ready for some major action come August. The Dreamcast ushered in the online revolution to consoles, and now the PS2 is taking it to the next level. Lock 'n' load, the internet slugfest is about to begin.

Be smart and don't pull a "Rambo" with your squad. Issue orders for cover, recon, target elimination and more.

First or third-person perspectives. SOCOM lets you make the call.





This is the tire that grips the ice that grips the snow that grips the mud that grips the road you're about to slide off of.

Get down and dirty in the hardcore, "wheel to wheel" action of Rallycross and Ice Racing. Soar to the clouds in a Hill Climb or slide your way to glory in traditional Rally stages. Tear up 48 tracks in four different Rally event types. Choose from 29 vehicles to drive and smash into, including outlawed Group "B" cars like the Audi Quattro S1 and the MG Metro 6R4. And humiliate up to three other players at a time in multiplayer mode.

RALLISPORT CHALLENGE

Where the rubber leaves the road.

dice

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ONLY ON XBOX

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SCHOOL'S OUT!

Your Guide To a Gaming Summer

Illustration by Shawn Smith

There's nothing better than busting out of school on the last day. Now your biggest worry is free time. Do you hit a concert or go to a ballgame? Swing down to the local swimming pool or hit the mall? Choices are a good thing.

We're here to help you make a few more choices. See, we're pretty sure you might have some spare time to catch up on all the great games during the past year. And with PlayStation 2, Xbox and Nintendo prices going to $199 and $149, respectively, we're also convinced more than a few of you (or your friends) will become proud new owners of a next-gen system.

What we've pulled together here is a kind of "best-of" list. If you're headed to store to buy a game, or looking for the best weekend rentals, this is where you should start. You've probably at least heard of most of the games on these lists, but we'd bet you find a forgotten gem or two. Enjoy your summer and, as always, happy gaming!

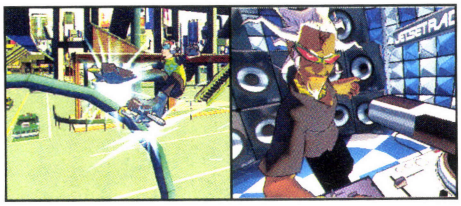
XBOX

1 Halo

Best Stuff: Breathtaking visuals, gigantic environments, smart-as-a-whip enemies, and the best multiplayer options around make this the first quintessential FPS to own since *GoldenEye*.
Worst Stuff: What? We can only carry two weapons at a time? And wait, weren't we just in this room / base / cave / corridor? What gives?!
GN Tip: In most games, bazookas have a reputation for being great long-range weapons—not so in *Halo*. It's all about aiming at your opponent's feet just as they round the corner. Use with caution.
GN Challenge: Put the "Master" in "Master Chief." Beat the game on Legendary to both prove your manhood and to unlock a new ending. Too bad it's no walk in the park.

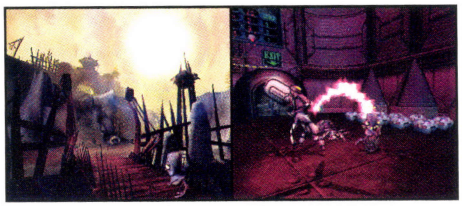
2 Jet Set Radio Future

Best Stuff: *Jet Set* has something for everyone: It's a cel-shading masterpiece. It has one of the best soundtracks anywhere. It's a sequel to an amazing Dreamcast title, and it's one of the best ways you can have fun on your Xbox. What more could you want?
Worst Stuff: *Jet Set's* camera can be clumsy at points, which runs up the frustration level quite a bit. Others may find the huge levels hindering, and the lack of chases from the original a let-down in the action department.
GN Tip: Unlock bonus characters like Poison Jam, Noise Tank and Zero Beat by talking to RoBoy after beating the game, selecting Test Run and then playing through again to achieve Jet rankings on every level *Jet Set* has to offer.
GN Challenge: Scavenger hunt time! Getting your grind on is one thing, but finding every graffiti tag in the game is another. Think you're da bomb? Time to throw your skates on and prove it!



3 Oddworld: Munch's Oddysee

Best Stuff: Sweet looking, quirky and cool, *Munch's Oddysee* is where it's at for platform titles. Its unique characters, co-op missions and dark design make it stand out from the endless crop of *Sonic* and *Mario* clones plaguing store shelves.



Worst Stuff: Minor complaints only, this game is just too solid to bag on it. But if we had to drudge up something, it would be the feeling of not knowing what the heck to do on certain levels or the tedium of rescuing all the Mudokens over and over again.
GN Tip: In the Paramite Run level, you'll have to guzzle Espresso and keep moving at all times in order for Munch to jump in his wheelchair. If you stop the action, Munch will just get out and become hog fodder in no time.
GN Challenge: Find and save all of the Modokens and Fuzzles. Trust us, your quarma will thank you for it!

BEYOND THE TOP 10

ICO *(PS2)*
One of the year's more ambitious titles, *ICO* is a great, and short, adventure game. Atmospheric, moody and just plain cool are some words that come to mind when playing Ico. Check it out.

SSX: Tricky *(PS2)*
One of the most addictive titles you can find. Fast, slick-looking and packed with wild rides, *Tricky* is a gem. It's also a perfect weekend rental with friends.

Project Gotham *(Xbox)*
This one may be more of a purchase candidate than a rental, as it'll take you some time to get into *Project Gotham*. Once you do, however, this pseudo-arcade racer can really put its hooks in ya.

Genma Onimusha *(Xbox)*
This game was incredible on the PS2, and it's even better on the Xbox, with an extra tower to explore, green souls to steal, and a creepy *RE3: Nemesis*-style opponent that follows you from room to room.

Sonic Adventure 2 *(GameCube)*
We love Sonic and we love seeing Sonic on a Nintendo system. Sure the camera's a little (OK—a lot) messed up, but this is hyper-paced Sonic fun.

Wave Race: BS *(GameCube)*
This one captures the feeling of owning your own arcade machine. Flat-out fun racing and a cool visual style are trademarks of *Wave Race: Blue Storm*. If you've ever killed an hour or two with *Wave Race 64*, then this one's a must.

4 Dead Or Alive 3

Best Stuff: You want eye candy? Grab a plate. This is undoubtedly THE best looking fighter out there, period. If you want to show off your big, black box, this is the one to do it with.
Worst Stuff: OK, *VF4* fans, you can stop whining now. *DOA 3* is still a pretty shallow fighter compared with your Yu Suzuki slugfest, the counter system is frustrating to boot.

GN Tip: Beat the stuffing out of Omega, the Story Mode's final boss, by merely jabbing him as fast as possible, over and over again. Sure it's cheap, but so is he!
GN Challenge: Want more fighters? Try to unlock Ein by beating the Story Mode with all characters, playing through Survival or Time Attack mode to rank, and finally entering Ein as your name.

5 Spider-Man

Best Stuff: You saw the movie. You know how awesome Spidey is. So just think how cool it is to play as him. Massive air battles, authentic voiceovers, combat with non-movie villains and Xbox-only Kraven levels combine to make this a must-have title.
Worst Stuff: Way too short. People have beaten *Spidey* the first time through in only nine hours. In addition, Activision must have hired the "cameraman" from *E.O.E.*, *Pac-Man World 2* and *Jet Set*, because the cameras can really stink up a storm here.
GN Tip: When duking it out with Goblin, jump on his back and let the punches fly. (What we're you thinking we were suggesting a piggy-back ride?) Every punch to the back of the head does some major damage, so hit fast and hard.
GN Challenge: There's a woman on top of one of the skyscrapers. Find her purse and return it to her. Ah, you're such a Boy Scout!

6 Spy Hunter

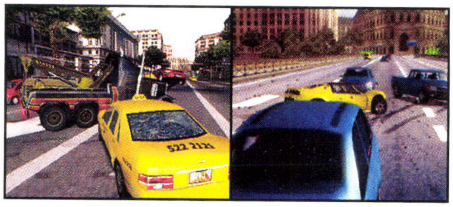
Best Stuff: Remember the '80s? You know: the era of breakdancing, Miami Vice and Spy Hunter? Well the original '80s Spy Hunter is in the Xbox version, and let's just say it's "totally tubular."
Worst Stuff: Sure, the Xbox is sweet, but the controller is not. As slick as this version is with its extras and framerate, the PS2 and GC work better in the control department.
GN Tip: Look for obscure side roads, tunnels and passageways. In order to complete all the missions' primary and secondary objectives, you'll need to veer off the beaten path. Also, enter "OGSPY" as your name to unlock the arcade game.
GN Challenge: Show James Bond who's boss by playing through the game without ever having your Interceptor transform into a motorcycle. We call it, "Scorned to be Wild."

7 Max Payne

Best Stuff: Fans of John Woo or *The Matrix* are in for a treat. Massive amounts of gunplay, Bullet-time cams and more weapons than you can shake a boomstick at make this an action fan's dream.
Worst Stuff: Why does Max have that stupid "I'm pinching a loaf" look on his face? Sure, killing baddies can be stomach-churning, but jeez, Max, hit the freakin' prune juice already!

GN Tip: Replenish bullet time, ammo and painkillers at any point by pressing down both triggers and thumbsticks. Keep them pressed and hit White, Black, Black, White, White, Black. Just remember, cheaters never win.
GN Challenge: Think you're a tough guy? Try playing through the game without using Bullet-Time once. Hope you brought your bullet-proof vest...

8 Burnout



Best Stuff: Like Fancy Feast, if you "simply want the best," Xbox's Burnout is the one to own. It's packed with hi-res graphics, 5.1 audio and enough crashes to fill a "World's Scariest" video.
Worst Stuff: We all know developers load up Xbox games with extras, so where are the goodies? Sure, this looks and sounds great, but there's not one single extra car! C'mon, guys, it's time to get your act together.
GN Tip: Most newbies think the goal in *Burnout* is to crash—it's not. Drive as wildly as possible to build your burnout meter to the max, but avoid collisions at all costs!
GN Challenge: Unlock the bus and the tow truck for some extra vehicular "zing."

9 Silent Hill: Restless Dreams

Best Stuff: By far one of the most frightening games, if not forms of media, you can buy. And with its exclusive side mission, endings and unlockables, this is one nail-biting nightmare that never ends.
Worst Stuff: Plan on shivering under your blanket and crying for mommy after a few hours of gameplay. And losing sleep. And not eating. We're not kidding. This game is that disturbing.
GN Tip: To earn the exclusive Xbox UFO ending, beat the game and then start over. Grab the blue gem from the bathroom, then use it in the garden, on the dock and in room 312. Voila! UFOs!
GN Challenge: Play through the sub-mission Born From a Wish, in under 10 minutes without killing a single monster! Need inspiration? Just pretend you really need to find washroom...

10 Wreckless: The Yakuza Missions

Best Stuff: Some of the best graphics ever seen in a game. We're not kidding. In fact, everything looks so real, you'd swear you're watching a movie. Heck, if all games looked this good, we'd never leave the house...or even bathe for that matter.
Worst Stuff: Warning: *Wreckless* is beautiful, but can be difficult and cheap, like a bad sports car or evil significant other. Clear your furnishings out of the way, because humming the controller across the room will become a natural reflex after the first mission.
GN Tip: Like blowing stuff up? Sure you do. So why just run over the Yakuza with the tank from Mission B-9 when you can actually fire the cannon as well? It's a little known fact, but all you need to do is hit the "Y" button to bring the pain.
GN Challenge: There are 20 missions and more than 24 vehicles to be encountered in *Wreckless*. Think you can unlock them all? Sure you can. Just keep your patience cap on.

GAMING ON THE GO

1. SUPER MARIO WORLD

The greatest Mario game of all time now is now portable! Platform games don't get any better than this.

2. GOLDEN SUN

Who needs *Final Fantasy* when you have *Golden Sun*? This is a long, deep, highly satisfying RPG.

3. MARIO KART SUPER CIRCUIT

Forget the imitators; only Nintendo can do a kart racing game that's this good. "Mario" means "magic."

4. SONIC ADVANCE

If you can get over the shock of seeing ol' blue on a Nintendo system, you'll love this game's fast action.

5. CASTLEVANIA: COTM

This was our favorite GBA launch game, and it holds up great today; almost as good as *Symphony of the Night*.

6. WARIOLAND 4

Wario has always called the Game Boy his home, and the evil little guy's never looked better than he does here.

7. SUPER STREET FIGHTER II TURBO

This looks and plays almost exactly like the arcade did; it's a favorite for bus rides and lunch breaks.

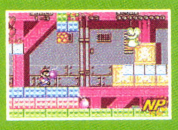
8. PINBALL OF THE DEAD

Weird, eh? If you like the "Dead" gun games, and you have any interest in pinball, this cart's a must-have.

9. MEGA MAN BATTLE NETWORK 2

Sure, it's not the Mega Man game that most people wanted, but it's still a very enjoyable action/RPG.

10. SUPER MARIO ADVANCE



Super Mario Bros. 2 is still one of our favorite games on the NES. Now, it's one of our favorites on the GBA.

GAMECUBE

1 Resident Evil

Best Stuff: Some of the most stunning visual backdrops ever seen in a video game. The zombies here are so real you might need to wear a diaper. Cool twists from the original only add to the fun

Worst Stuff: Control scheme feels dated. We could handle the more dynamic feel of *Devil May Cry* for most of Capcom's franchises from here on out.

GN Tip: To unlock Invisible Enemy Mode, complete the game on "Normal" difficulty twice with the same character.

GN Challenge: Beat the game in under two hours and 20 minutes.

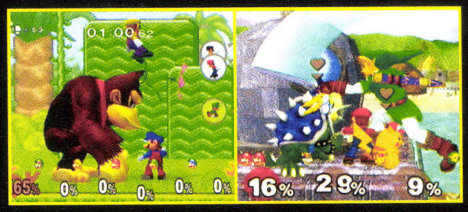
2 Super Smash Bros. Melee

Best Stuff: This virtual walk down Nintendo's memory lane is one of our favorite games of the past year. Simple yet maddeningly addictive fighting engine keeps us coming back. Four friends over? No problem for SSBM.

Worst Stuff: Despite its good looks, Smash Bros. really hasn't changed much since the N64 classic. Also, how cheap can Donkey Kong be? That dude should be banned.

GN Tip: Get Mewtwo. Go to VS. Mode, and have a second controller plugged in. Set the Custom Rules option to Stock and the Stock number to 1. Switch off all items. Exit and enter the Melee Mode. Start up a VS. match between any two characters and set the characters in a stage that doesn't change. Your characters will be locked in a virtual standstill for as long as you leave it there. Pile up the VS. time and unlock Mewtwo after 20 hours have been put in the bank.

GN Challenge: Beat Target Test Mode with all 25 characters in under two minutes.



3 Star Wars Rogue Leader: Rogue Squadron II

Best Stuff: This is simply the greatest Star Wars game ever made. It puts you smack in the middle of some of the most classic SW moments in film history. You'll get your money's worth here.

Worst Stuff: Getting the gold medals is t-u-f-f, and some of the missions are a bit tedious. No real complaints, though.

GN Tip: Unlock the ability to play as Darth Vadar by earning 30 points.

GN Challenge: Get all the gold medals.

4 Super Monkey Ball

Best Stuff: Great multiplayer game with endless hardcore single-player challenges.

Worst Stuff: This one is highly addictive. Ever feel like you've spent one hour too many in the arcade? Super Monkey Ball will bring that feeling back, big time.

GN Tip: Don't rush. It's easy to get frightened by the timer, but rolling around at full speed only increases the chance that you'll fall off the edges.

GN Challenge: Complete Expert Mode without dying. And once you've done that, try beating GN art director, Dave Malec's, 240 score in bowling.

5 Luigi's Mansion

Best Stuff: Cool, quirky little adventure does nothing but bring a smile to our face. From Luigi's hilarious "Maaariooo" to the fun boss battles, *Luigi's Mansion* aims to please.

Worst Stuff: OK, at under 10 hours, this one's a little short. Also, sucking the ghosts in kinda loses its novelty after a bit.

GN Tip: Get multiple ghosts to follow you in a way that they line up. Turn around and hit 'em all with your flashlight. You'll be able to suck 'em all in together instead of messing around one at a time.

GN Challenge: Earn an A rating.

6 Pikmin

Best Stuff: *Pikmin*'s a refreshing break from the norm of the video game world. It's part puzzle-solving, part adventure and part resource management. We dig it, and we're willing to bet you will, too.
Worst Stuff: Once you get used to the basic tasks at hand, it doesn't vary enough in its challenge.
GN Tip: For heavily guarded ship pieces, try attacking the guards from behind.
GN Challenge: Collect all 30 ship pieces.

7 Pac-Man World 2

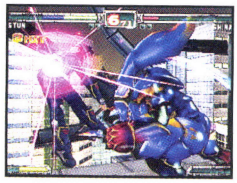
Best Stuff: Pure platforming action with precise controls and plenty of fun. There's nothing ground-breaking here, but it's a fun game, and hey, it's Pac-Man for crying out loud.
Worst Stuff: The camera is awful, but you're used to that from any 3D game.
GN Tip: When using the spin dash to attack bosses, try to keep from slamming on your brakes before impact. Why? Because when you brake, you keep your hits from registering.
GN Challenge: Open all of the arcade games.

8 007: Agent Under Fire

Best Stuff: This is *GoldenEye*, with better graphics. It's fast, it's fun, and it's awesome in multiplayer. If you like Bond, at all, check *Agent Under Fire* out.
Worst Stuff: Single-player missions feel a bit "canned," and the default control scheme blows.
GN Tip: In the multiplayer game, go to the Orange Sector of MI6 training. Use the Q-claw to avoid ramps, jump over enemies, and even hand from the ceiling to snipe them out.
GN Challenge: A real agent can earn all of the platinum medals in the game.

9 Bloody Roar: Primal Fury

Best Stuff: Being able to morph into different beasts while brawling is a neat gimmick. And the graphics are awesome—*Primal Fury* actually looks better than *Virtua Fighter 4*.



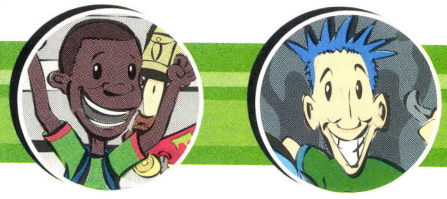
Worst Stuff: The fighting engine is shallow; this thing defines "button masher." And the GameCube's controller is a pain to deal with when you're trying to fight.
GN Tip: Don't change into Beast Mode just because your enemy does; only use that power when you absolutely need to.
GN Challenge: Unlock Uranus.

10 NBA Street

Best Stuff: Wicked dunks and moves only seen in Nike commercials. *NBA Street* is high-intensity hoops, only with Tony Hawk-like trick combos thrown in. Great for parties or quick bursts of fun.

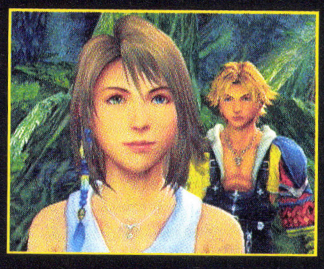
Worst Stuff: Getting your GameBreaker blocked has to rank as one of the most deflating moments in gaming. Avoid that at all costs.
GN Tip: Use aggressive dribble moves which knock the defender to the ground.
GN Challenge: Beat the circuit mode with the lowly Grizzlies.

PLAYSTATION 2



1 Final Fantasy X

Best Stuff: There isn't a PS2 game out there that spins a better yarn than FFX. Add to that a slew of standard-shattering movie clips, a beautifully refined battle system, intricate side quests, and up to 250 (!) hours of gameplay, and you have one of the best role playing games of all time.



Worst Stuff: If you hated the random battles in the previous Final Fantasy games, X will do nothing to win you over. And honestly—doesn't Tidus, the male hero, look exactly like Meg Ryan?
GN Tip: When you're filling out the sphere grid, always try to think a few steps ahead— it's best to keep the characters' skills fairly balanced. And make sure to update your stats on the grid every twenty minutes or so.
GN Challenge: Only Final Fantasy pros are capable of securing every aeon in the game.

2 Metal Gear Solid 2: Sons of Liberty

Best Stuff: No game comes closer to giving players the feel of starring in a big-budget action movie. Electrifying music, eye-popping graphics and deep gameplay round out this groundbreaking release.
Worst Stuff: One word: Raiden. *MGS2*'s prissy new hero is just as annoying to listen to when he talks. And like Tidus in *Final Fantasy X*, the guy looks more like a chick than a dude—in the game, even the President of the United States can't tell for sure (he checks Raiden's package to find out).
GN Tip: When you're trying to cross the bridge that's rigged with explosives, one of the bomb sensors you have to snipe is all but invisible. You can find it to the left of the screen, behind a flag flapping in the wind.
GN Challenge: Collect all the dog tags hanging from the necks of enemy soldiers. Better still: try to get through the game without killing anybody.

3 Grand Theft Auto 3

Best Stuff: There's nothing quite like being chased by police through a massive city because you decided to beat the hell out of an unarmed jogger. This title's packed with great gameplay and a ton of cool extras: selectable radio stations (with gag ads), celebrity voice actors, exciting side quests, and street walking "professionals" who know how to replenish your health.
Worst Stuff: The graphics aren't as impressive in *GTA3* as they are in *Metal Gear Solid 2* or *Final Fantasy X*—a shame, since this is the most popular PS2 game of all time. And the control setup for shooting people is somewhat awkward.
GN Tip: If you want to get to 100% level of completion, make sure you don't blow off any of the little missions when you run across them.
GN Challenge: We still haven't managed to find all of the packages—have you?

4 Devil May Cry

Best Stuff: Capcom turns survival horror on its ear with *Devil May Cry*, an atmospheric cross between *Resident Evil* and *Onimusha*. Dante, the game's hero, is the coolest character to debut on the PS2, and the haunted world he trashes would send chills down even Duke Nukem's spine.
Worst Stuff: The game's over pretty quick, and its load times take longer than we'd like, but you won't be thinking about any of that as you're tearing up the screen with a shotgun.
GN Tip: Let loose with all the ammo you want, but be sparing of your magic masks; use them up and the game will feel impossibly tough.
GN Challenge: Try to get through the whole game without losing a life.

5 Hot Shots Golf 3

Best Stuff: Everyone loves this game—even the guys who hate sports. The characters are fun, collecting extras is addicting, and the courses are realistic. The option to post your scores online is great, too.
Worst Stuff: With only six courses, you might tire of the scenery more quickly than you'd like. And the audio effects sound like they were tacked on at the last minute.
GN TiP: Get used to using backspin on the long approach shots. Hit down on the D-pad to do it; this will keep your ball from rolling further than you want it to go. Also, don't hesitate to jump into the vs. mode, which pits you against a computer opponent. The first several challenges are a breeze, and soon enough you'll open up Toni (the mobster), whose stats are well balanced for newbies.
GN Challenge: Earn a score of -7 on the second course in the game.

6 Gran Turismo 3 A-spec

Best Stuff: This is, hands down, the racing game to own on any system. Over 180 cars to collect, set up and upgrade, and literally hours upon hours of races to complete makes GT3 a must-play. And the graphics...hot damn. No other racing game looks better.
Worst Stuff: If you're not the type of person who wants to spend hours tinkering with setups or buying new parts, or the thought of 20+ lap races doesn't appeal to you, you might want to look elsewhere for your racing fix.
GN Tip: Buy a Mitsubishi Lancer Evolution early on (any version will do), and play as many of the early races with it as possible. It's easily the best car for Gran Turismo rookies.
GN Challenge: Try getting gold awards on every license test. Completing that will assure you're ready for any challenge in any other racing game out there.

7 Medal of Honor: Frontline

Best Stuff: Whaat could be better than pumping a bunch of Nazis full of lead? The newest Medal of Honor is a hard-hitting visual and audio masterpiece. You won't be disappointed here, soldier.
Worst Stuff: The control scheme isn't exactly the stuff dreams are made of. And whoever configured the freakin' ladder-climbing system should be shot. Other than that, this game's pure butter.
GN Tip: Don't waste precious time trying for spot-on shots. War isn't an exact science. Shoot early and often and, when in doubt, throw a grenade at a Kraut.
GN Challenge: EA's built its own little challenge into *Medal of Honor Frontline*. You can't save during a mission. We're gonna one-up that. Beat the game without saving at all. Just tear through the whole thing in one extended sitting. Muhahaha.

8 Virtua Fighter 4

Best Stuff: This is the deepest, most challenging fighting game out there, and the visuals are great for a PS2 game. Better still, most fans of the genre have already picked it up, so there should be no shortage of capable human opponents to take on.
Worst Stuff: If you aren't interested in memorizing combos, you might get bored. Additionally, *VF4* isn't exactly accessible to newbies—if a fresh player goes up against somebody who's experienced, the resulting match will be a bloodbath every time.
GN Tip: Don't button mash. Most fighting games allow players to progress by thrashing on the control pad, but if that's done in *VF4*, the computer will whale on you.
GN Challenge: Reach either the rank of Emperor or High King at the end of the game. This is extremely difficult, but zen-like patience will eventually get you there.

9 Maximo

Best Stuff: Most companies struggle to make action-platform games work in 3D environments, but Capcom makes it look easy. This is the way retro-titles should be done; anybody who gets nostalgic about the old days of gaming has to see what Capcom's accomplished here.
Worst Stuff: Some players have complained that this game is too tough. It's also disappointing that *Ghosts 'n Goblins* star Arthur doesn't even get a cameo in the game.
GN Tip: Watch your back. Maximo has plenty of defense techniques to protect his face and chest, but enemies charging from behind spell trouble.
GN Challenge: It's easy enough to get to the end of the game for pros, but even they have a tough time getting a 100-percent completion level on all stages. Go on... give it a try!

10 Twisted Metal Black

Best Stuff: After two horrible *Twisted Metal* sequels (*III* and *IV*) were puked out by 989 Studios, Sony tapped the wunderkinder responsible for the *TM* and *TM2* to relaunch the series on the PS2. The result is a solid multiplayer game with gorgeous graphics and an extremely dark story.
Worst Stuff: At first, it can be tough to get a handle on the game's unique control scheme: the vehicles in *Black* drive more like RC cars than real roadsters. And the difficulty level is way too high—only the hardcore will finish this.
GN Tip: Keep your eyes peeled for secret passages. They're located all over the place, and usually hide really cool goodies—like additional vehicles.
GN Challenge: The coolest playable character in the game is Minion, and you need to beat the game with every character to unlock him.

KICK YOUR LITTLE BROTHER'S BUTT ALL SUMMER LONG.

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NOW PLAYING

GameNOW Takes on the Month's Top Games

Summer is about the least interesting time as far as gaming is concerned, but we have a couple nice surprises this month. WSB nabbed an A- and WrestleMania X8 impressed as well.

MEET THE CRITICS

Dan Leahy

Dan's idea of a good time is a good sports game. *World Series Baseball* fits that bill nicely, but it's only a matter of time before footballs are a flyin'.

Favorites: *World Series Baseball, NCAA 2003*

Mark Manzo

Mark could've been a contender. *Spider-Man* was originally titled *"Spider-Manzo,"* featuring him in the starring role, but he blew it when he couldn't fit the suit. Blast!

Favorites: *Resident Evil, Crazy Taxi 3, NFS Hot Pursuit 2*

Phil Theobald

Phil couldn't stop yelling "Bonesaw is ready!" (in his best Macho Man voice) after he saw *Spider-Man*, so we knew he was the perfect guy to review *WrestleMania X8*.

Favorites: *Mega Man Battle Network 2, Crazy Taxi 3*

Ethan Einhorn

Disappointed that *Britney's Dance Beat* wasn't any good, Ethan hopes that her concert won't suck, too. He believes all will be well, provided she doesn't decide to lip sync...

Favorites: *Kingdom Hearts, Resident Evil, Hot Shots Golf 3*

THE LUCKY & THE OVERPAID: GAMENOW'S FREELANCE CONTRIBUTORS

Lee Stabler

Our favorite freelance sports guy dropped in to give us the scoop on this year's new Madden and NCAA games from EA. He's stoked about the PS2's online play option—when those games hit the shelves, he'll never have to leave his house again.

Favorites: *Madden Football 2003, NCAA 2003, NFS Hot Pursuit 2*

Todd Zuniga

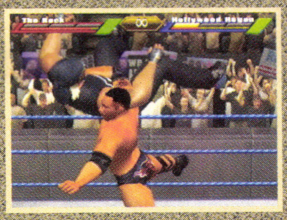
The former king of the caustic quip has gone mellow this month. We attribute the change to his obsession with *Medal of Honor: Front Line*. Apparently, taking out Nazis with a sniper rifle soothes the *OPM* editor's weary soul.

Favorites: *Medal of Honor Front Line, Aggressive Inline*

Chris Johnston

Call *EGM*'s news editor Chris, call him CJ, heck, call him Ciggidy J if you're daring. Just don't call him Mr. Johnson. It's Johnston, dang it! That "T" is there for a reason. You know, if Chris were a *Flintstones* character, his name would be Chris Johnstone. Weird.

Favorites: *Hot Shots Golf 3, WrestleMania X8, Sega Marine Fishing*



WrestleMania X8

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World Series Baseball

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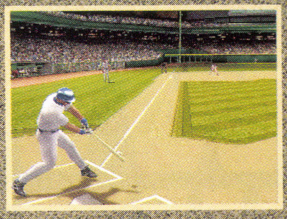


GAMES REVIEWED

Britney's Dance Beat 71
Dropship: United Peace Force. 70
Hunter The Reckoning. . . 73
Medal of Honor Frontline 69
Moto GP 74
Test Drive 75
World Series Baseball 72
WWE WrestleMania X8 64

THE SCORE SHEET

Plain and simple, this is how we break it down to come up with a final grade. Keep in mind that a C is average, B is good and A is great. Games receiving a D or F are poor and don't deserve your time. The + and - are used to add a little spin up or down. Enjoy!

CONTROL

We consider whether the control feels "on" for its given genre. Also, we like to see customizable controller configs and other options to put players in charge.

IMPACT

This is where we look at the game as a whole. Graphics and sound are a large part of impact, and originality is considered here as well.

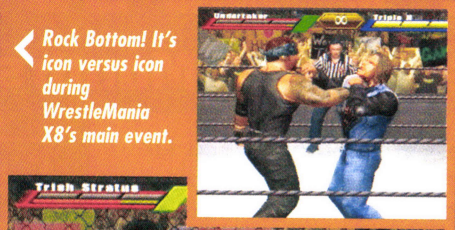
LIFESPAN

Replay value, depth and long-term fun factor are keys to a game's lifespan. Basically, this tells you what kind of bang you get for your buck.

EXTRAS

Extra game modes, online play, special cheats/levels and more make up our extras category. The more the better, right? We thought you'd agree.

NOW RATED: *Once we've thoroughly played a 100-percent version of the game, we'll give it our final "Now Rated" grade.*



Rock Bottom! It's icon versus icon during WrestleMania X8's main event.

Hell in a Cell matches are pretty intense. Being tossed through the top of the cage can lead to some nasty injuries.

WWE WRESTLEMANIA X8

"...Everything looks so darn realistic, you can practically smell the man sweat."

Oh yeah! Sure, "Macho Man" Randy Savage is no longer in the WWF—er, WWE (see below), but we still think that Macho's catch phrase perfectly captures our reaction when we got a chance to play the latest WWE game, *WWE WrestleMania X8*. What better way to encourage intra-office competition than by entering the virtual squared circle and duking it out. We even recreated the infamous Icon vs. Icon match of the X8 event (in our version, the Hulkster won). At the end of the day, we all agreed, this game rocks. Get it? This game rocks. Like the wrestler, The Rock. You know, that guy on our cover. Ah, never mind. Just enjoy this feature.

Get the "F" Out

Did you notice something a bit odd about this game's title? That "WWE" in *WWE WrestleMania X8* isn't a typo. In fact, as most wrestling fans are probably aware of by now, the WWF as we knew it is no more. The World Wrestling Federation has officially changed its name from World Wrestling Federation to World Wrestling Entertainment.

So why the switch? As it turns out, there is another organization that uses the WWF initials. The World Wildlife Fund (www.wwf.org) is a conservation organization that began in 1961. You may recognize its well-known panda logo.

This is the only WWF that we'll be seeing from now on.

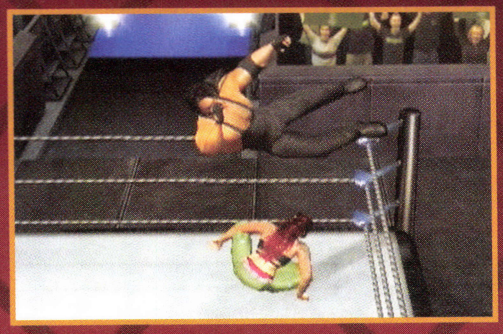
The wrestling federation that we know and love was started by Vince McMahon, Sr. (the father of the WWE's current kingpin, Vince McMahon) in 1963. At that time, however, it was known as the WWWF (Worldwide Wrestling Federation). The name was shortened to the less cumbersome (but more trademark-infringing) WWF in 1979.

For years, the nature-loving WWF has been involved in a legal battle with the large, sweaty men throwing each other around a ring-loving WWF over the rights to the "WWF" name. Recently, McMahon gave in and decided to change the name and end the squabbling.

Although it's going to take some time to get used to watching *WWE Raw*, the name change does make sense. After all, the World Wrestling organization has been involved in so many other aspects of the entertainment industry (video games, movies, books, home video), that it just seems like a natural evolution. So why not do like the WWE's ad campaign says and "get the F out."

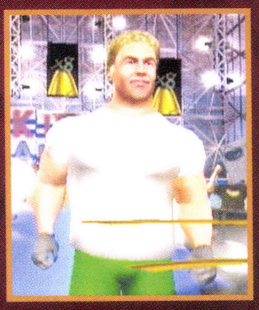
Create A Superstar

X8's CAS mode is woefully lacking. We couldn't even change Hulk Hogan into his classic outfit. Still, we did come up with a fairly decent representation of our current favorite wrestler, Bonesaw McGraw, "Macho Man" Randy Savage's character from the hit movie, *Spider-Man*. Here's how:



Appearance
Body Type: No. 05
Face: No. 03
Hair: No. 04 (Black)
Facial Hair: No. 07 (Black)
Upper Body: No. 03 (Black)
Elbow: No. 04 (Black)
Hand: No. 04 (Black)
Lower Body: No. 07 (Black)
Foot: No. 00 (Black)

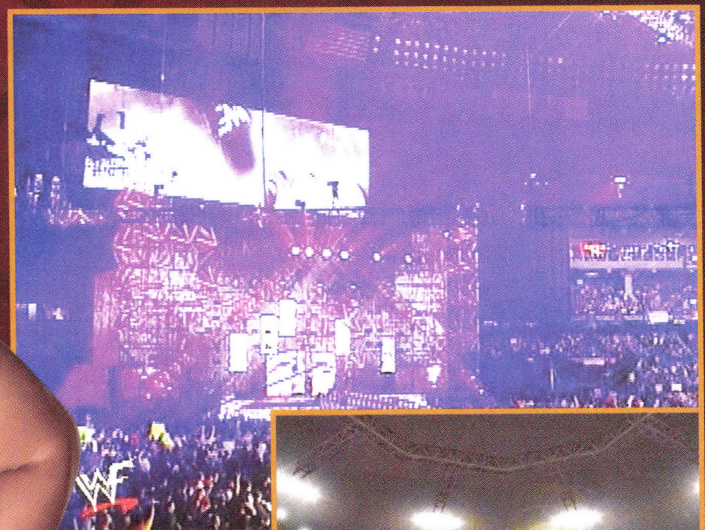
Moves
Give Bonesaw whatever moves you'd like, but don't forget to give him a flying elbow drop off the turnbuckle. We also suggest using the taunt called, "I'm Ready!" because as you know, "Bonesaw is ready!"



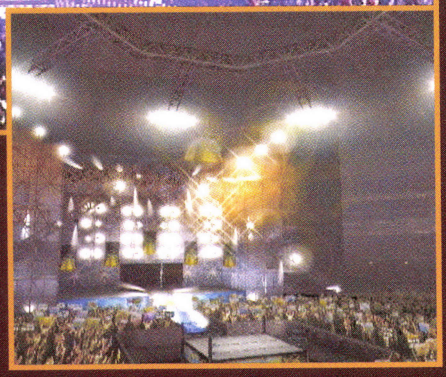
DARE TO COMPARE *Let's see how well GameNOW's wrestling mascot, Choppy McChopp, (de)evolved when we created him with X8's minimal Create-A-Superstar Mode. On the left, we see Choppy as he was meant to be—red and green kilt, $500 shirt and that face that seems to be eternally saying, "Ayyy!" To "real" Choppy's right is "wannabe" Choppy from WrestleMania X8. Note the solid green shorts, the two-for-$10 white undershirt and his bland, expressionless face. Seriously, which of these guys would you want to take into the ring?*

Recreating X8

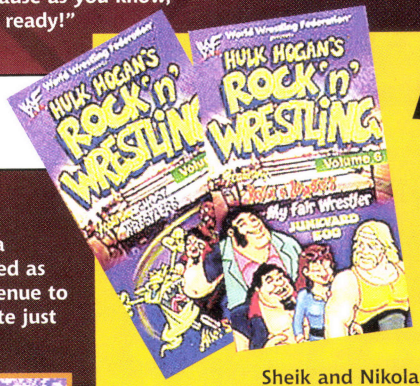
The real WrestleMania X8 was held on March 17, 2002 at the Skydome in Toronto, Canada. To ensure that the Skydome on the GameCube looks as close to the real thing as possible, THQ took a plethora of pictures during the event. These photos were then used as points of reference for the game designers, who duplicated the venue to the finest detail. Check out these comparison shots, and appreciate just how much work went into making this game look great.



Here's the real WrestleMania X8 arena at the Toronto Skydome.



The in-game arena may not have the flashy purple lights on, but it still looks accurate.



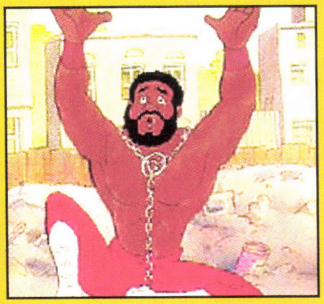
Animated Hulk

The popularity of WWE wrestling isn't a recent phenomenon. Way back in the '80s, superstars like Andre the Giant and Hillbilly Jim fought against heels like The Iron Sheik and Nikolai Volkoff. During these times, a pre-Hollywood Hulk Hogan was the undisputed king of the ring.

Wrestling was so popular, if fact, that in 1985, musician (and long time wrestling fan) Cyndi Lauper came up with the concept for a cartoon based around Hulk Hogan and his fellow WWF wrestlers. The show was *Hulk Hogan's Rock 'n' Wrestling*, which was produced by the animation studio, DiC, and ran on CBS' Saturday morning lineup for two seasons.

Like most cartoons from the '80s, *Rock 'n' Wrestling* was extremely cheesy. The animation was poor, and the plots featured such ridiculous premises as the wrestlers being turned into child versions of themselves and bad movie parodies like "Ghostwrestlers."

Interestingly enough, none of the actual WWF stars provided the voice for their animated counterparts. In fact, Hulk Hogan was voiced by Brad Garrett, who plays Ray Romano's brother, Robert, on *Everybody Loves Raymond*.



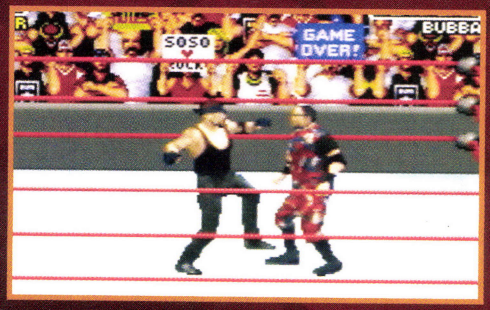
The Junkyard Dog is feeling quite at home at the garbage dump.

Jimmy "Superfly" Snuka comes to grips with the late, great Andre the Giant.

Future WWE Games

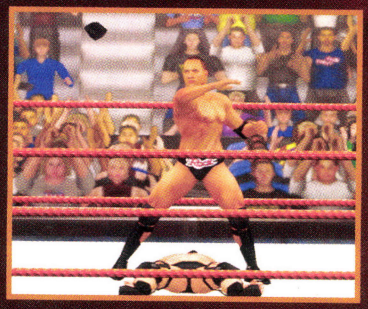
WWE ROAD TO WRESTLEMANIA X8—GBA

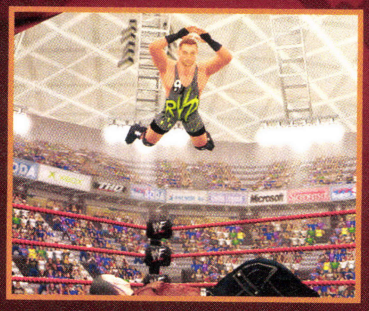
If you want to take your fights on the road, you'll need to get *Road to WrestleMania X8* for your GBA. With 16 different wrestlers and unlockable clothing items (that you can trade with friends), this should satisfy all your WWE urges. *Road* comes out this fall, so get ready.

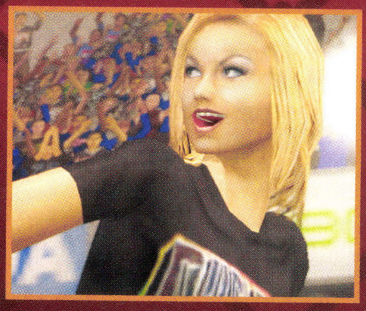


WORLD WRESTLING RAW 2—XBOX

The sequel to the first Xbox WWE game features an enhanced control scheme, so it should be even more fun than the original. You can compete in a multiplayer season mode with up to three other players and fight for the championship. *Raw 2* comes out during the first half of 2003.





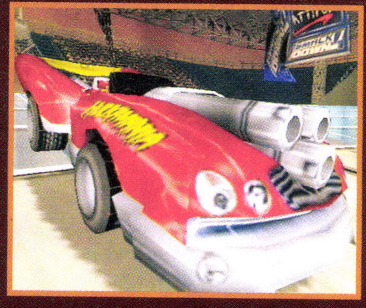


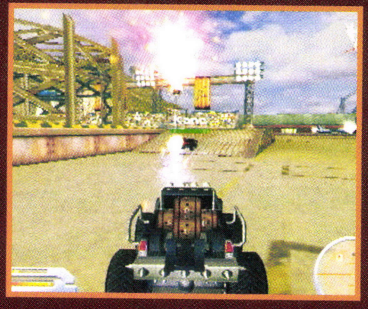
WORLD WRESTLING SMACKDOWN! SHUT YOUR MOUTH—PS2

SmackDown! Shut Your Mouth looks to accurately replicate the WWE TV broadcasts. In addition to the in-depth story mode (with branching plotlines), there's in-game cut away scenes and play-by-play commentary with Jim Ross, Tazz, Michael Cole and Jerry "The King" Lawler. Look for *SYM* this winter.

WORLD WRESTLING CRUSH HOUR—GAMECUBE, XBOX, PS2

What would happen if the WWE took over *Twisted Metal*? You'd end up with *Crush Hour*. This vehicular combat title features over 20 different vehicles driven by WWE superstars. Odd, but it could be fun. This new spin on wrestling games comes out during the first half of 2003.





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Mild Violence
• Classic RPG-style battles
• Creative puzzles keep you guessing
• Hunting, fishing & town-building
• Magical Effects
• Item exchange via the Game Link® Cable
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Hidden Superstars

Sure, having 36 wrestlers in *WWE WrestleMania X8* is great and all, but don't you wish that there were just six more? Well, brother, today's your lucky day. If you have the talent, you'll be able to unlock more combatants, bringing the grand total up to 42. All you need to do is win the various titles in Path of a Champion Mode with any wrestler, and you'll unlock the following characters.

Hidden superstars are unlocked using any wrestlers using the following methods:

NEW CHARACTER	How to Unlock Them
Chris Benoit	Win the Heavyweight Championship
Vince McMahon	Win the Intercontinental Championship
Rhyno	Win the Hardcore Championship
Ric Flair	Win the European Championship
Raven	Win the Light Heavyweight Championship
Stacy Keibler	Win the Tag Team Championship

Call me crazy, but I've always preferred THQ's wrestling games for the N64 over its SmackDown! games for the PlayStation and PS2. The grapple-oriented fighting system (where you grab your opponent before pulling of most moves) just feels more natural and to me, it better replicates the actual sport of wrestling (or sports-entertainment, if you will).

That being said, I was very glad to hear that *WrestleMania X8*, THQ's latest rasslin' title, would use the control scheme that I'm more accustomed to.

Things got even better when I started playing. The control setup works quite well (much like *WWF No Mercy* on the N64), and I found myself constantly just playing "one more match." Heck, between the 36 available superstars (and six hidden ones) and the many, many modes of play, there's a whole lot of wrestling to do.

I was especially pleased to see the inclusion of Hell in a Cell matches. Slamming a buddy around on top of a huge cage until they go crashing down to the mat below is incredibly cool.

Not everything is all sunshine and lollypops in the world of *X8*, however. Like many wrestling games, the characters seems to float over the ring. There's also plenty of issues with collision detection, which results in body parts passing through each other. Sure, these are minor graphical issues, but they're noticeable. Otherwise, however, everything looks so darn realistic, you can practically smell the man sweat.

The biggest problem with *X8* is the Create-A-Superstar Mode. It's horrible! The mode teases you at first with a mess of options. You can tinker with the moves and all that, but when you start designing how your character looks, the options are *extremely* limited.

It's a shame that the subpar Create-A-Superstar Mode tarnishes this otherwise excellent title. Still, if you can live without that, you'll have a blast.

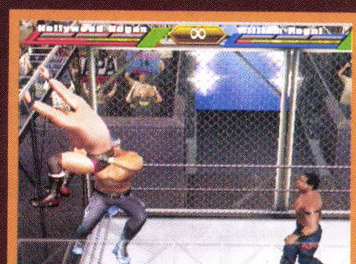
- Phil Theobald

FACT FILE

WWE WRESTLEMANIA X8

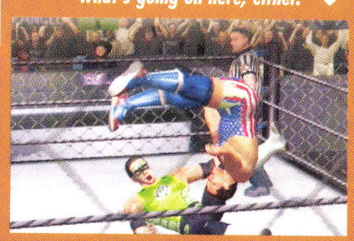
- Publisher: THQ
- Players: 1-4
- Release: Available Now
- Genre: Wrestling
- Website: www.thq.com

GAMECUBE



If your opponent tries climbing out of during a cage match, yank 'em down.

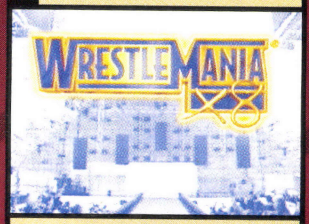
Don't worry, ref, we don't know what's going on here, either.



PROs and CONs

- Grapple-based fighting system
- Tons of options
- It looks great

- Argh! What has happened to the Create A Superstar Mode?!



CONTROL

Control feels a little clunky at times, and pressing multiple buttons on the controller at the same time takes some getting used to.

IMPACT

You can tell that THQ took its time to accurately render the superstars. This is one of the best looking wrestling games out there.

LIFESPAN

There's loads of championships to win and belts to earn. Throw in the multi-player option, and X8 will last a long, long time.

EXTRAS

There are six hidden wrestlers to unlock, which is good, but sadly, the Create-A-Superstar Mode is woefully lacking.

NOW RATED

X8 isn't going to convert any non-wrestling fans out there, but WWF (er...WWE) junkies will eat it up. Too bad the Create-A-Superstar mode is a washout.

B

PROs and CONs

- Great atmosphere
- Doesn't exaggerate the war
- Varied challenges

- Climbing ladders is tough
- Not enough "team" missions

CONTROL

The control takes a little getting used to, and climbing ladders is like having to make a working nuclear reactor out of wood.

IMPACT

This is the type of game that non-FPS players have been dreaming of. More pace than gore, more ambiance than killing.

LIFESPAN

There are no save points in war, and none in Frontline. *You'll have to plow through each long level, and that takes time. But it's fun.*

EXTRAS

Winning the war is reward enough, but there are lots of extras with this one. Plenty to unlock and plenty to savor.

NOW RATED

Tell the Xbox owners they can have *Halo*. *Frontline* is the creme-de-la-creme of the FPS field. Nothing is more dramatic than taking down the Nazis.

A

War-torn cities have plenty of nooks and crannies where you can hide. But the Nazis might hide there, too.

When you're in close quarters, you might run into a knife-throwing chef.

MEDAL OF HONOR: FRONTLINE

"When it comes down to why Frontline is spectacular, it's all atmosphere, baby..."

If you were drawn in by Saving Private Ryan or HBO's Band of Brothers (and if you're a guy, I can't imagine you could resist either), then you'll go ga-ga over *Medal of Honor Frontline*. All three (the movie, the show and the game) capture the feel of war-time with the kind of helter-skelter, you-could-die-anytime authenticity that makes war hell on the mind as much as the body.

The game starts at the same point as Spielberg's Private Ryan. You'll storm Normandy Beach and experience the opening to Spielberg's film in first-person. No joke. You're there, and it feels and sounds like you're there. Sand is blowing everywhere, bodies are flying and dying, and you're crawling and running and shooting for self-preservation. This game is so great because you feel like a tiny cog in the military wheel, and whatever success you have isn't lauded to the point where you're ever the reason that the Allied forces ultimately win the war. You don't kill Hitler, for instance. You just do your part while everyone else does theirs.

When it comes down to why *Frontline* is spectacular, it's all atmosphere, baby (though there's plenty of gameplay, graphics and gunsmanship to keep you around, too.) But the atmosphere is what'll keep you enthralled, staying up late to finish one more mission before you save for the night.

If the M-rating is going to hurt your chances of playing this, just say you want a history lesson—it's one you won't forget.

- Todd Zuniga

When you get to Holland, you'll see windmills galore.

Storming Normandy Beach is as great as it gets in video game land.

FACT FILE

MEDAL OF HONOR: FRONTLINE

- Publisher: EA Games
- Players: 1
- Release: Available Now
- Genre: FPS
- Website: www.ea.com

PS2 PLAYSTATION 2

PROs and CONs

+

- It's the closest thing to a 128-bit *Warhawk* out there.

–

- Boring Visuals
- Cliche missions
- Yawn-inducing gameplay
- Sluggish control

CONTROL

Depending on which vehicle you're commanding (the first ship feels like a Beluga whale), the control ranges from decent to frustrating.

IMPACT

Impact? Well, ever fly spaceships in a video game? This game has a few. They shoot stuff. Oh yeah, and one is brown.

LIFESPAN

The missions have enough objectives to keep you busy, and enough vehicles to mix things up a bit. CG sequences work to fill in the rest.

EXTRAS

Rack up enough points to hit the Classified Files section to unlock goodies like God Mode, Infinite Ammo, All Missions and more.

NOW RATED

This game tries to be *Ace Combat*, *Smuggler's Run* and *Warhawk* all in one, but falls short in each department by spreading itself too thin. Not awful, but far from great.

C-

It's not all about knocking out targets. In this mission you have to protect a convoy.

DROPSHIP: UNITED PEACE FORCE

"...Watching the dropships in Halo is more exciting than piloting one in this game."

This game could've been so freakin' cool. When I think of dropships, the infamous UD-4L ship from *Aliens* instantly comes to mind, armed to the teeth and loaded with a squad of bad-ass marines, ready to rock.

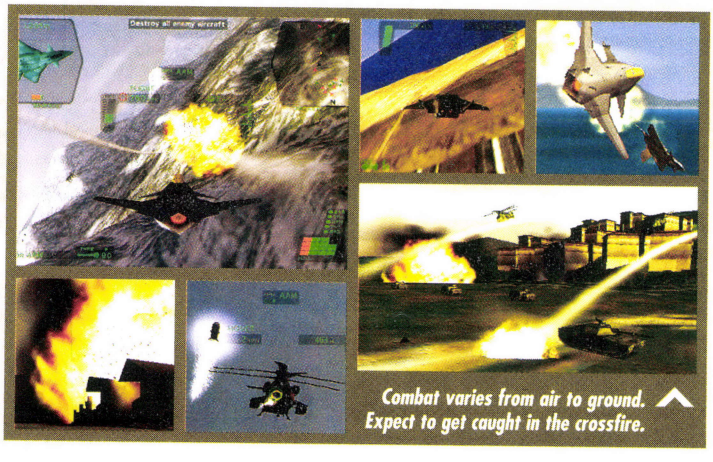
What *Dropship: United Peace Force* offers players instead are various pieces of machinery that completely fall flat in the originality department. The ships barely even look futuristic, and could easily be replaced with choppers to make this game yet another entry into the *Third Strike* series. As if that weren't disappointing enough, the game's missions, battlefields and even soundtrack seem uninspired and mediocre at best. We're not even treated to futuristic worlds (the perfect realm for dropships, one might think); instead, we get lackluster earthscapes that look more like the terrain in *Smuggler's Run*.

Sure you can deploy troops and drive armored transports on specific missions, but one look at this game and you'll wonder why you'd even want to. Heck, just watching the dropships in *Halo* is more exciting than piloting one in this game.

And what a perfect opportunity for some multi-player options (say, deathmatch or co-op modes where one person could fly and the other could man turrets, etc.)? Too bad—they're nowhere to be found in this game.

Despite these flaws, if you're a fan of *Warhawk* or just like to blow up stuff from above, this may have some appeal. Otherwise, you'll probably want to drop this ship for something better.

- Mark Manzo



Combat varies from air to ground. Expect to get caught in the crossfire.

FACT FILE

DROPSHIP

- Publisher: Bam!
- Players: 1
- Release: Available Now
- Genre: Action Shooter
- Website: www.dropship-pilot.com

PS2 PLAYSTATION 2

PROs and CONs

PROs
- Hot chicks
- Cool music
- Fun gameplay
- Awesome extras

CONs
- Only five songs!
- The whole thing's done in 20 minutes
- Too expensive

CONTROL
Surprisingly solid. This game was done by the team responsible for the Bust-A-Groove series, and it shows. Fun alone or with friends.

IMPACT
This could have been the game to bring Dance titles into the mainstream, but it's way too short to be anything but a niche title.

LIFESPAN
Got 20 minutes? Then you have time to play through this entire game—which you'll beat on your first try. Inexcusable.

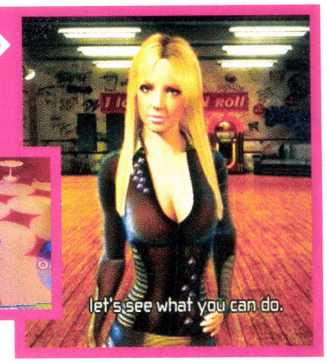
EXTRAS
The video sequences are unreal; the 360-degree camera makes you feel like you're in the audience. Backstage clips are lame, though.

NOW RATED
With a lot more songs, this game would've rated as an A. It's fun to play, the songs are cool, and Britney's hot. Why'd it have to be so darn short? What a letdown!

C-

The backgrounds in the game look really nice—not that you'll notice with Britney bouncing in front of you.

Britney opens the game by explaining the corny story: You're training to become one of her stage dancers. Whatever.



BRITNEY'S DANCE BEAT

"There are only five songs to play through."

Britney fans are really gonna love this game—for the first half hour of play. The controls are forgiving and easy to learn, the graphics are first-rate, the music is top notch, and the bonus materials provide a great incentive for racking up points. What's not to like?

We'll tell you what: The fact that there are only five songs to play through. In the course of that first half hour, you can easily beat the game and unlock every single bonus video on the disc. After that, there's no additional difficulty level to try out, no remixed songs to find, nothing. Just the opportunity to play through the game again with different characters.

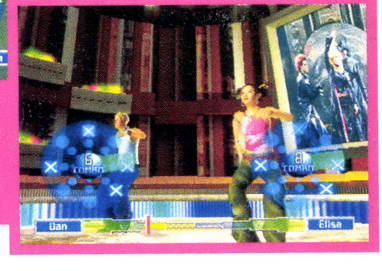
What a missed opportunity. If *Dance Beat* offered up 20 to 30 songs, the game could've been a breakout hit for both dance freaks and mainstream players. As it stands, only the most hardcore Britney fans will need to add this to their collection.

As a rental, though, this package is just fine. The two-player stuff is fun to mess around with for a little while, and the 360-degree concert footage is definitely worth checking out. Those sequences use a new technology that makes you feel like you're actually standing in the front row of a stadium theater! You can look to your left, to your right, or completely behind you, all with the flick of the left analog stick. It's a neat trick that I've never seen in a game or a DVD before. The backstage quickie documentaries are a lot less interesting, but they move along quickly enough.

All told, you'll definitely want to give *Dance Beat* a glance, but don't bother shelling out 40 of you hard-earned dollars for it.

- Ethan Einhorn

It's fun to go combo crazy in the game's exciting two-player mode.

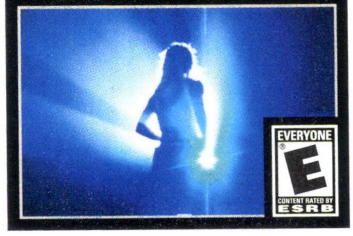


Britney's music videos run in the backgrounds of all the stages.

FACT FILE
BRITNEY'S DANCE BEAT

- **Publisher:** THQ
- **Players:** 1-2
- **Release:** Available Now
- **Genre:** Rhythm/Dance
- **Website:** www.britneyspears.com

PS2 PLAYSTATION 2



PROs and CONs

+

- Smooth animation
- Deep Franchise Mode
- Exciting gameplay

–

- Lingering interface problems
- Dull, yet diverse, commentary

CONTROL

A complete 180 for the series, WSB sports some of the best control ever in a baseball game. Fielding has never been this fun.

IMPACT

Stellar visuals and groovy sound make WSB come alive. The circular menu system, while refined, still leaves something to be desired.

LIFESPAN

Unparalleled depth in the Franchise Mode and fantasy draft features give WSB the stamina to last well into the extra innings.

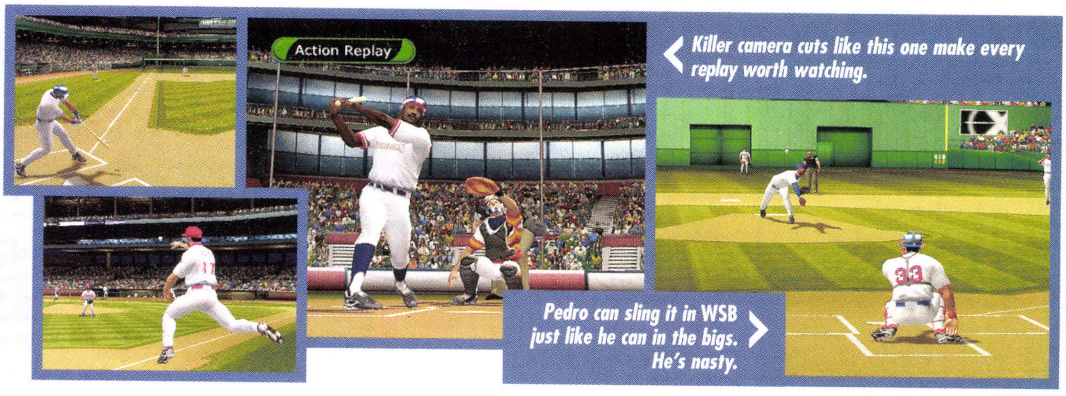
EXTRAS

With Create-A-Player, the Cooperstown Legends team and Home Run Derby, WSB offers plenty of replay.

NOW RATED

WSB is the walkoff homerun we've been waiting for, and the Xbox finally has an A-list sports title all to itself.

A-



Killer camera cuts like this one make every replay worth watching.

Pedro can sling it in WSB just like he can in the bigs. He's nasty.

WORLD SERIES BASEBALL

"This might the best reason, aside from Halo, to own an Xbox."

Sports fans, rejoice. It's baseball without the bad looks (*High Heat*) or the slow gameplay (*All-Star Baseball*). It's also the most ambitious single-player sports games ever, thanks to the best Franchise Mode we've seen.

WSB takes all of the common franchise management options and inserts a robust front-office system for even more depth. Everyone matters, from your scouting director (who tracks down unknown gems from obscure places like the Mexican League) to the minor league director (for updates on your minor league roster)

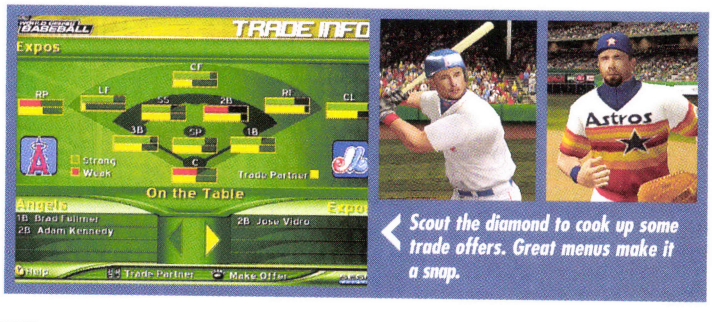
It doesn't hurt that *WSB* is one of the best looking sports games ever. Animations are smooth, uniforms crease realistically, and textures are crisp and detailed; you can almost count the grains of infield dirt. Many of the players are immediately recognizable without the bobblehead look of other games. And then there's the sound! The sound, especially on a Dolby Digital 5.1 system, leaves nothing to the imagination, complete with hecklers and other ballpark delights.

The gameplay is as tight as David Wells' uniform. The pitching interface is flawless, perfectly melding the gamer's ability with a pitcher's talent. Randy can bring it, and even control pitchers like Jamie Moyer can be devilishly dominating with their variety of pitch speeds and precise control.

Hitting is just as seamless, with a cursor-based system that requires you (on the higher difficulties) to guess your pitches without resorting to an actual "guess pitch" button. Fielding is absolutely spectacular, fully utilizing analog control and dazzling animations.

With *World Series Baseball*, Sega Sports has launched its 2002 season with style, and has finally given console owners a baseball game to brag about. This might be the best reason, aside from *Halo*, to own an Xbox. They're going for $199 now, in case you haven't heard.

- Lee Stabler



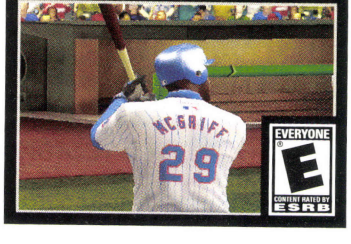
Scout the diamond to cook up some trade offers. Great menus make it a snap.

FACT FILE

WORLD SERIES BASEBALL

- Publisher: Sega
- Players: 1-2
- Release: Available Now
- Genre: Sports
- Website: www.sega.com

XBOX



PROs and CONs

PROs
- Creepy Levels
- Awesome music

CONs
- Frustrating camera system
- Cheap re-spawns
- Repetitive levels and gameplay
- Weak hunters

CONTROL
Basic but busy. You'll need both thumbsticks and a quick trigger finger to run 'n' gun, scroll through inventory, and perform magic spells.

IMPACT
It's scary. It's beautiful and it's fun as all get-out. The perfect blend of horror and action. That is, until Devil May Cry 2 *comes out...*

LIFESPAN
This one's short but sweet. Keep it going by trying all the characters and playing with "friendly fire" switched on in multiplayer.

EXTRAS
Beat the game to unlock special features like Coma's music video, the intro CG sequence, Nightmare and Alternate Hunter Modes.

NOW RATED

It's too bad. What started out as an action/horror masterpiece takes a few hits in the scoring department because of its flaws. Still, overall, a very cool game.

B

Perform magic spells and edge attacks to give your hunter the much-needed upper hand.

Karate kicking a massive gargoyle? Yep, they're somewhat resistant to bullets. So kick on!

HUNTER THE RECKONING

"Simply put, this game is a visual feast."

What if *Silent Hill 2*, *Zombie Revenge* and *Loaded* made sweet, terrifying music together? The offspring would be *Hunter the Reckoning*; a survival horror blast-fest based on White Wolf's pen-and-paper role playing game.

Think you've saved the world before? Bah! Zombies, vampires, spectres, gargoyles and even a monstrous teddy bear await, and in massive numbers (I bagged nearly 500 baddies in one of the earliest levels alone). Like creepy environments? Pick one of four hunters and get your freak on in graveyards, mansions, sewers and the main source of evil in the game—Ashcroft Prison.

OK, so *Hunter's* filled with monsters and mayhem. But what's the big deal? Simply put, this game is a visual feast. CG sequences aside, every nook and cranny of this game is sharp and beautiful. It's no wonder why this one's only on Xbox... And, to further suck you in, there's the spine-chilling tunes that morph into pulse-pounding rockers when the bullets fly, making for an intense and creepy ride.

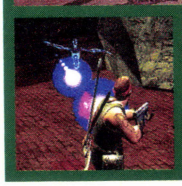
In terms of grading this game, we've been at an "A+" so far, but unfortunately, we're about to play some grade baseball: First off, *Hunter's* camera likes to throw itself in front of the main character only to not let you reposition it, even when the enemies are in front of you. That's strike one.

And what's up with making the Judge and Martyr hunters so weak that it's nearly pointless to use them? Multiplayer Mode's tough enough with four players (lots of enemies attack you off-screen if you're not all moving in the same direction), but being stuck with one of these worthless knuckleheads stinks. Strike two.

Lastly, cheap re-spawns (monsters will actually materialize beneath you and knock off health) combine with short and repetitive gameplay for a spectacular whiff of a strike 3.

Fortunately, there are still enough pluses in here to keep the hunt fast, fun and frighteningly good. *Hunter* will get on base yet.

- Mark Manzo



Zombies aren't the only foes in here. Check out these possessed "mechs."

Magic spell or new music video for Johnny Cash's "Ring of Fire"?

FACT FILE

HUNTER THE RECKONING

- **Publisher: Interplay**
- **Players: 1-4**
- **Release: Available Now**
- **Genre: Action**
- **Website: www.interplay.com/hunter/**

XBOX

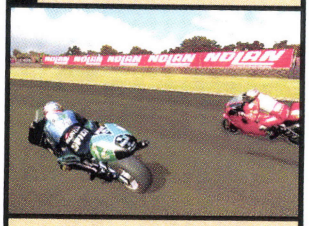
PROs and CONs

Pros

- Heightened realism
- Sweet graphics
- Awesome rain FX
- Lots of unlockables

Cons

- Tough cornering
- Lackluster music
- Minimal customization



CONTROL

It's all about using those left and right brake triggers on the corners. Master this technique, and you just might win some races.

IMPACT

Sure, motorcycle racing's been done before, but never this well! Please, THQ, make a Harley game now!

LIFESPAN

This won't be some arcade racer you can blow through. There's lots to learn, earn and master. It's like the Grand Turismo of moto games.

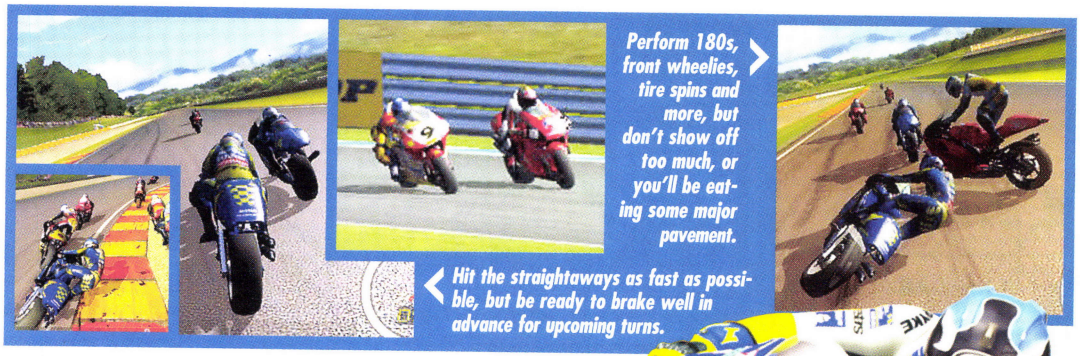
EXTRAS

Unlock mirrored and reverse tracks, along with some really cool video filters like Sketch, Turbo and Cel-shading Modes.

NOW RATED

Solid, pretty and fun. It might scare off casual gamers with its handling, and gearheads with its lack of customization options, but players in the middle will love it.

B



Perform 180s, front wheelies, tire spins and more, but don't show off too much, or you'll be eating some major pavement.

Hit the straightaways as fast as possible, but be ready to brake well in advance for upcoming turns.

MOTO GP

"This Moto GP happens to be THQ's baby."

Nope. You're not crazy. *Moto GP* is already out. It's been a Namco property and it has a sequel. So what gives?

Think of *Moto GP* in general as an NFL or NBA franchise. It's based on a real sport, it has an official logo, and there are multiple titles out for it. This *Moto GP* happens to be THQ's baby. It's an Xbox exclusive, and it's got oodles of stuff the Namco editions don't.

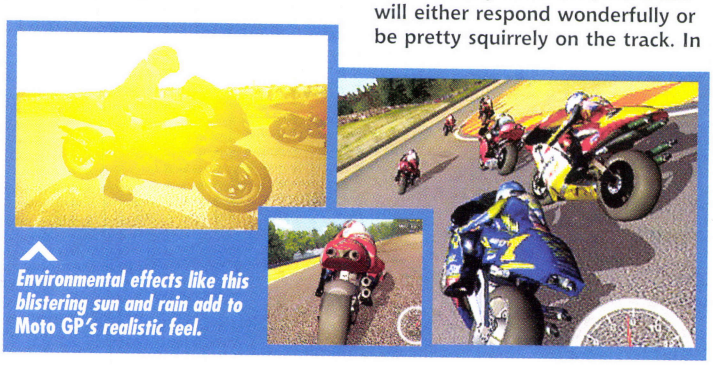
First off, this *GP's* much more authentic. Front and rear brakes give the bikes control that the other versions have yet to capture, and establish a feel much closer to the real thing. As for the bikes themselves, THQ's got way more of them, along with all the official riders from the 2001 season and 10 real-world race tracks.

So what else is different? Well, for starters, THQ's hi-res textures, bump mapping and more leave the Namco Moto GPS in the visual dust. Add the fact that the Xbox's networking capabilities allow up to 16 of your buddies to race head to head on individual screens, and you'll start to see how much fun this game can be. And, as a bonus, you can even download your own in-game soundtracks. Pretty cool, huh?

THQ's version isn't without a few minor setbacks, though. The level of bike customization from the Namco series is no where to be found here, and depending on which rider you choose, the bikes will either respond wonderfully or be pretty squirrely on the track. In addition, the in-game music is weak at best, and the control may prove pretty tricky for casual gamers, even in the arcade mode.

These things aside, this *Moto GP* is an improvement in every way over its predecessors. Burn some rubber and check it out.

- Mark Manzo



Environmental effects like this blistering sun and rain add to Moto GP's realistic feel.

FACT FILE

MOTO GP

- Publisher: THQ
- Players: 1-16
- Release: Available Now
- Genre: Racing
- Website: www.thq.com/motogp/

XBOX

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GAMENOW

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

SPIDER-MAN: THE MOVIE

PLAYSTATION 2, XBOX, GAMECUBE

GAME SHARK CODES

(M)Must Be On
0E3C7DF21853E59E
EE91248ABCF3A9EA

Infinite Health
DE4E5216BCA99B84

Big Head Others Mode
C10A473EBCA99B84

Peter Parker
C10A4776BCA99B84

Wrestler Spidey
C10A4772BCA99B84

Evil Spidey
C10A477EBCA99B84

Unlock Secret Store Costumes
C10A4252BCA99B9C

Max Time
C10A41ECBCA9C292

Max Secret(s) Found
C10A41EEBCA9C292

Max Style
C10A41E8BCA9C292

OSCORP GAMBIT STATS

Max Level Completion
C10A41EABCA9C292

Max Perfect
C10A41F4BCA9C292

Max Defeated HK's
C10A41F6BCA9C292

Max Style
C10A41F0BCA9C292

SEARCH FOR JUSTICE STATS

Max Level Completion
C10A41D0BCA9C292

Max Perfect
C10A41D2BCA9C292

Max Combat
C10A41DCBCA9C292

Max Secret(s) Found
C10A41DEBCA9C292

Max Style
C10A41D8BCA9C292

WAREHOUSE HUNT STATS

Max Level Completion
C10A41DABCA9C292

Max Stealth
C10A41E4BCA9C292

Max Secret(s) Found
C10A41E6BCA9C292

Max Style
C10A41E0BCA9C292

BIRTH OF A HERO STATS

Max Level Completion
C10A41E2BCA9C292

GAMENOW

PS2 CODES

PLAYSTATION 2

SUPER STREET CHALLENGE

Enter these codes at the car selection screen to enable the desired cheat.

300 MPH Car
Circle, Square, L1, R2, Right, Left, Up.

Furasshu-sama Car
Up, Up, Down, Down, Left, Right, Left, Right, Square, X.

Obtain the Perfect Car
Finish every class in all championship categories, then create a car and enter Fusshusama as a name. Enter Bye Seya as the team name.

MR. MOSQUITO

Reckless Cyclist (2-Player Mini-Game)
At the title screen, hold L2 and rotate the Right Analog Stick 30 times in a clockwise direction. To exit the mini-game, you need to perform a Soft Reset by holding all the shoulder buttons plus START and SELECT

Unlock Mother Mosquito
At the character selection screen hold L1 and press Up, Right, Left, Down, Square, Square, R1, R1, R1.

Unlock Father Mosquito
After you enable the "Mother Screen hold" code, hold L2 and press Up, Right, Left, Down, Square, Square, R2, R2, R2.

THE MUMMY RETURNS

Level 1
71P 4KW

Level 2
8K3 71J

Level 3
P3C 664

Level 4
CXS 0N0

Level 5
1N0 F1N

Level 6
7B4 L6S

Level 7
814 8W4

Level 8
TNM N5Q

Level 9
HTS 0ZX

Level 10
1RD 10V

End Level
T64 15P

GAMENOW

XBOX CODES

XBOX

ESPN NBA 2NIGHT 2002

The following passwords are case-sensitive.

Invisible Players
INVISIBLE

Ball Trails
BEFOREIMAGE

No Spectators
NOSPECTATOR

Dunks Are Easy
DUNKERS

Improve Shooting
EXCELLENT

Big Feet
BIGFOOT

Ball Heads
BALLHEAD

Big Heads
BIGHEAD

Tiny Players
MINIMINI

Flat Players
PANCAKE

No Overhead Lights
DARKNESS

Big Hands
BIGHANDS

AMPED FREESTYLE SNOWBOARDING

Go to options from the main menu and choose Cheats, then type in the corresponding code. All codes are case sensitive.

Super Speed
ZiPster

Major Spins
WhirlyGig

Bouncy Terrain
MegabOUnce

Sim Boarder Mode
KeepnReal (This cheat deactivates all physics based cheats if already entered.)

Go Anywhere
UltramegA

Smurf Skin
SmurF

Play as Barbie
BableDoLL

Rocket Boosters
PowerplaY

Play as Tony Hawk
HawkMan

GAMENOW

GAMENOW

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

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GBA CODES

GAME BOY ADVANCE

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

The following code is entered from the main menu.

Updated Graphics on Frogger
Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then press START. A chime will sound if you entered the code correctly.

Updated Graphics on Scramble
Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then press START. A chime will sound if you entered the code correctly.

Updated Graphics on Gyruss
Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then press START. A chime will sound if you entered the code correctly.

Rapid Fire on Time Pilot
Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then press START. A chime will sound if you entered the code correctly.

Extra Lives on Rush'n Attack
Up, Up, Down, Down, Left, Right, Left, Right, B, A, and then press START. A chime will sound if you entered the code correctly.

BOXING FEVER

At the main menu choose Setup, then pick the Password option and enter one of the following passwords.

Final Bout Amateur Series
90HG6738

Final Bout Top Contender Series
H7649DH5

Final Bout Pro Am Series
2GG48HD9

Final Bout Prof. Series
8G3D97B7

Final Bout World Title
B3G58318

Final Bout Survival Mode
G51FF888

GAMENOW

PS2 CODES

PLAYSTATION 2

ARMY MEN RTS

During the game hold the R2 shoulder button and enter in the following codes.

Better Player Team
Square, Square, X, triangle, X, Square.

Extra 5000 plastic
Triangle, Circle, Square, X, Triangle, Square.

Extra 2000 Plastic
Triangle, Square, Circle, X, Triangle, X.

Make Paratroopers Available
Circle, Square, Circle, Square, Triangle, Triangle.

Hidden Item
Square, Triangle, Left, Left, Triangle, Square.

New Team Map Colors
Square, Triangle, Square, Square, X, Circle.

Dumptrucks Provide More Resources
Square, Square, Square, Triangle, Circle, X.

Smarter Opponent
Triangle, Triangle, X, Square, Triangle, Triangle.

SUNNY GARCIA SURFING

At the title screen hold L1 + R1. Then, while holding them, enter the following combinations to activate the corresponding cheat.

All Beaches
Down, Up, Left, Left, Down, Circle, Circle, Right.

All Characters
Left, Circle, Up, Right, Circle, Left, Left.

All Boards
L1 + R1 and press Left, Circle, Up, Down, Circle, Left, Down, Circle, X.

REDCARD 2003

Open Everything
Enter BIGTANK as your profile name.

GAMENOW

SPIDER-MAN: THE MOVIE

PLAYSTATION 2, XBOX, GAMECUBE

PASSWORDS

Enter the Specials menu and enter the following codes to open up the corresponding cheat. If entered correctly, you should hear the Green Goblin laugh.

Cheat Mode
ARACHNID

Level Select
IMIARMAS

Level Skip
ROMITAS

Bonus Training Levels
HEADEXPLODY

Infinite Webbing
ORGANICWEBBING

Play as Thug Model 1
KNUCKLES

Play as Thug Model 2
STICKYRICE

Play as Thug Model 3
THUGSRUS

Matrix-style Attacks
DODGETHIS

Goblin-style Costume
FREAKOUT

Small Spider-Man
SPIDERBYTE

Big Head and Feet for Spider-Man
GOESTOYOURHEAD

All Fighting Controls
KOALA

Play as Mary Jane
GIRLNEXTDOOR

Play as The Shocker
HERMANSCHULTZ

Play as a scientist
SERUM

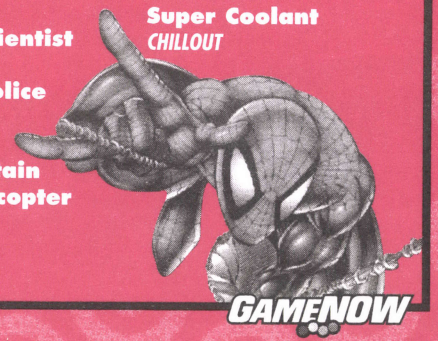
Play as a Police Officer
REALHERO

Play as Captain Stacey (Helicopter Pilot)
CAPTAINSTACEY

Enemies Have Big Heads
JOELSPEANUTS

First Person View
UNDERTHEMASK

Super Coolant
CHILLOUT



GAMENOW

PROs and CONs

PROs
- Fun gameplay
- Nice looks
- Varied tracks
- Cool story mode

CONs
- Sluggish feel
- Rap music? Ugh!
- Lame cop A.I.
- No network play

CONTROL

This game could take a few cues from the Need For Speed series in the control department. The steering needs to be much tighter.

IMPACT

Sure it's a fun game, but if you've played one Test Drive, you've kind of played them all. Luckily the Underground Mode adds variety.

LIFESPAN

You'll log lots of miles on this one thanks to all of its modes, cars and options. And you can always race a buddy for extra gameplay.

EXTRAS

Start with Statistics, Track Records and Credits, but race like a madman to unlock the usual goodies like cars, tracks, etc.

NOW RATED

Test Drive succeeds with its dynamic story-driven gameplay, picture-perfect graphics and killer line of cars. The only thing that needs some work is the control.

B+

Not down with retro rides? No sweat. Take some new blood for a spin or bust your friends with some high-tech cop cars.

TEST DRIVE

"Fortunately, Test Drive's high-profile looks match its sweet gameplay..."

When we ran our hands-on preview of *Test Drive* last issue, we said we'd take it for a spin and let you know how it handled. Well, we're back (smell the burned tires?), and we've taken a good, long look under the hood...

Exterior Body: Just like a car, if a game's fully-loaded but looks like a hooptie, few people want to take a ride. Fortunately, *Test Drive's* high-profile looks match its sweet gameplay, so its got beauty and brains to match.

Performance and Handling: Decent acceleration, but "floaty" cornering on most of the vehicles. Arcadey enough, but needs a tune-up in the steering department.

Safety and Insurance: Though vehicles show no damage, danger presents itself at every turn thanks to *Test Drive's* large amounts of traffic, high-speed jumps, police chases and massive collisions.

Model Numbers: Vehicles span multiple decades in year, make and model: GTOs, Barracudas, Chargers, Camaros, Chevelles, Supras and more are ready and waiting to tear up the streets. All cars sport customizable paint jobs and rim color for some extra zing.

Options Package: Quick and single Race, Cop Chase, Drag Race, Underground and Multiplayer Modes come standard. Extras present themselves as things progress.

Stereo System: Tune in to Ja Rule, Saliva, DMX, Moby and more, or make your own mix for the ultimate drive.

License to Thrill: *Test Drive's* come a long way while sticking to its roots. A sweet package overall, but sim fans may still want more.

- Mark Manzo

This thing can't be street-legal, but neither is driving at 150 mph.

Of course the Golden Gate bridge is in here. It's a Test Drive game!

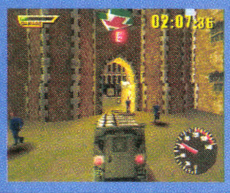
FACT FILE
TEST DRIVE

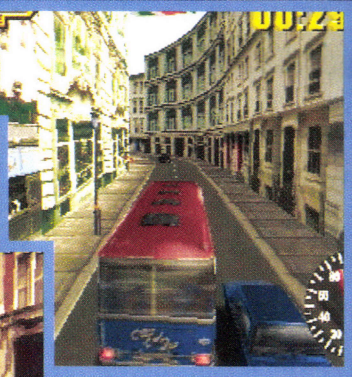
- Publisher: Atari
- Players: 1-2
- Release: Available Now
- Genre: Racing
- Website: www.tdgame.com

XBOX

SKILLFUL BILL
Bill will take a sharp left down this alley, in front of a bus. Be prepared for it.

SKILLFUL BILL
Make sure you don't oversteer this turn, or you'll pay.





PRISON PALS
Once you've busted through the door and picked up your cargo, drive like the wind. Even through roadblocks.

THE ITALIAN JOB

"...Giving PS2 owners a valid reason to backtrack."

I think the PSone has lost its way, run out of steam, etc.? Maybe you'd be right if The Italian Job *had never stormed onto the system finally giving PS2 owners a valid reason to backtrack. If you haven't bought the game, what are you waiting for? Go shovel a driveway or rake a yard. It's only $10, which is one of the fairest deals in video-game land. We figured those smart enough to grab this bargain could use some help. It's a tough game at times, and we're always willing to give a helping hand to gamers willing to support a dying system. So bring this over to your idiot box, sit down, buckle-up and pull off the Italian job.*

- Todd Zuniga

LONDON

All you need is a little advice to navigate the city of tight turns

THE AMBASSADOR'S CAR

This is easy enough if you're the least bit patient. Plus, how hard can it be? It's the first mission of the game! First, remember to drive on the left (also known in America as "wrong") side of the road. You're in London, not L.A.

Follow the arrow until you come into an opening. You should see a cop laying for you. When you do, turn left, then take the next right, then follow the arrow. Seems only one cop in town is out to get you, so it's an easy drive after you miff the first one.

MEET CAMP FREDDIE

Have no fear on this mission—the cops won't be around to trip you up. Go fast and go hard. Watch the clock, though. It's short.

PEACHES FOR PEACHES

It's surprising that two hefty broads in your two-seater wouldn't slow you down, but you're capable of full speed during this mission. The bigger note: Cops are crawling out of every nook and cranny. Are they jealous of your ability to score two big-is-beautiful dames? We're guessing as much. Just be careful. Or the ladies won't like you.

Amazing cars, small packages...

You didn't know, did you? You're one of those unlucky saps that hasn't had the opportunity to drool over the far-off possibility of being seen in BMW's new Mini Cooper. Well, it's old, but new, and it looks amazing. And chicks dig it. Big time.

Made famous in *The Italian Job* (1969), the Mini should have the same type of impact as the VW Beetle did upon its return a few years back. Only the VW Beetle, even in its original form, was never featured in a film where it was driven up stairways, jumped between buildings, driven through Turin, Italy's sewer system and jumped over serious ramps!

If you're lucky enough to have a stack of cash laying around your home, you can order one of these puppies now. But keep in mind that there will be a limited supply. Considering how cool they look, expect these things to hurry off the lots.

Here's the trick: Turn right as soon as you can, then left, then right. After that, you'll almost have lost that first cop. Next, drive up that inclined road (another copper will catch on), follow it around to the right, and then turn left once you've passed the brick archway. Follow that around for a cop-free, relaxing drive to paydirt (even if you've crashed into 60 cars along the way).

SPECIAL DELIVERY

This is the mission where you're forced to beat the train, and you've got very little time to do it. If you do miss (which you probably will), you've got to head for a new spot where you'll pick up the armored car. If you miss the train, the mission is impossible. I'm sure a few gaming wünderkinder can pull it off, but the key is to get to that train before the initial 45 seconds are up.

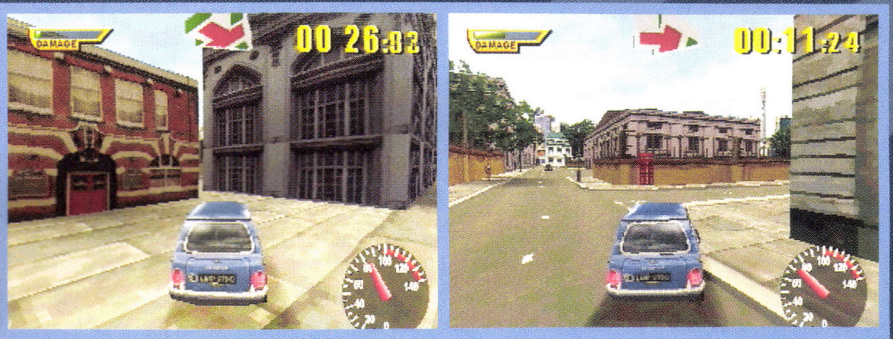
Veer right, then take a left onto the main road (duh). During the next part, you should know that each new turn is the first possible turn you can take. There's no time to spare, so get right on it. Right, left, left, right (you can squeeze through the buildings here to shave a second off your route), left, right, right, left. This route should get you to the spot with a whopping two seconds to spare.

Once you have the armored car, haul ass and take a left out of the alleyway. The guy who just had his car stolen will call the fuzz, but you shouldn't have anything to worry about. It should be easy to follow the arrow and not get any guff from the law.

SKILLFUL BILL

You're going to have to club the bejesus out of the ride in front of you if you have hopes of getting past this mission. Keep in mind that grazing the bumper from behind is as destructive as ramming into the side of the car. Here are some points where you can drop the hammer:

1. Right out of the starting point, when your nemesis turns left, *don't* try to clip him on the tail. You can, if you time it right, but it's not worth it. Just take that left, and then then next right without troubling him.
2. When you see a flurry of red buses, lay off. He'll try to turn left down an alleyway. There will be a bus nearby. Prep for that, and you can hammer his rear in the alley.
3. Once you're at the park, he's going to snap to the right and leave you ramming a fence. Remember to be careful at this point. It follows a straight-ish area that veers right.
4. He's going to go slow after that. You'll have plenty of chances to finish him off. Remember to go slow, too, and drag your nose on his bumper as long as you can. The damage will mount up faster than you'd expect it to.



SPECIAL DELIVERY *We won't say this is the hardest mission in the game, but that's because we drove through a million times until we found the right path. The first key is to whip between the buildings (left) and then turn a sharp, controlled right when you see the phone booth (right).*

PRISON PALS

This is a bit puzzling at first, but once you know what to do, you'll topple it without fail. From the starting point go straight into that first door you see, with the yellow light above.

Once you're inside, spin around and head toward the door you broke down. When you do, the man with the arrow atop his head will hop in.

When you leave the gate, take an immediate left and drive like Hades. You're going to have to break through a roadblock, and the police will be after you in full force.

Just drive fast and turn down as many streets as you can. Generally, the armored car is bad for escape, but somehow it can outmaneuver the good guys here.

Don't be surprised if you're a letter from being nicked, either.

KEEPING IT UP

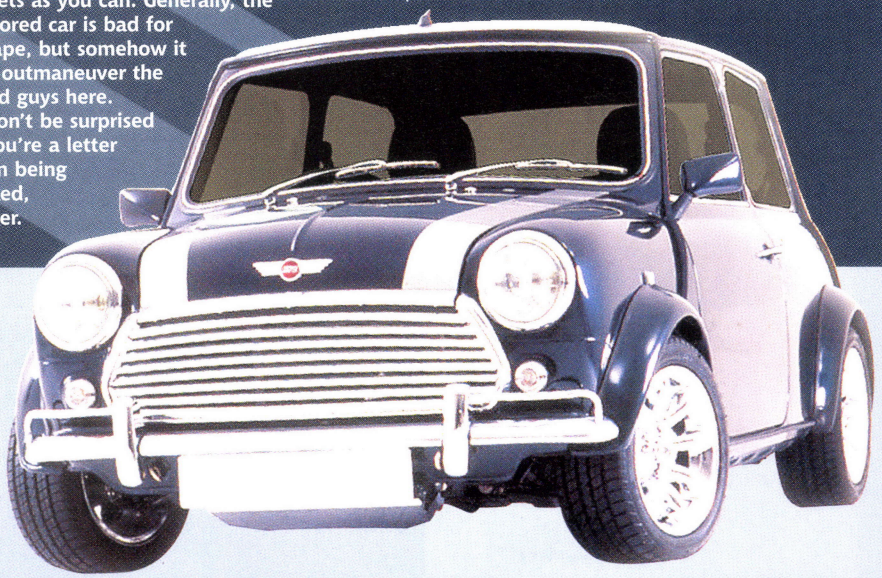
The best advice here: Keep on the left (correct) side of the road. Oncoming traffic is unkind when you're following someone.

Secondly, there's no need to use the handbrake in this mission. If you press Triangle, chances are you're going to lose the mark. Which is a bad thing.

Don't sweat it if you get behind. Just drive like a maniac to catch up and you should win this one easily.

BIG WILLIAM'S RIDE

Agitated dynamite cannot be un-agitated. Keep that in mind. But, for the most part, the trick to this mission is driving in as many straight lines as you can (don't go over that little hump-back bridge, for instance). But if you stay in your lane, avoid road-raging Londoners, and avoid walls, you shouldn't have a problem.

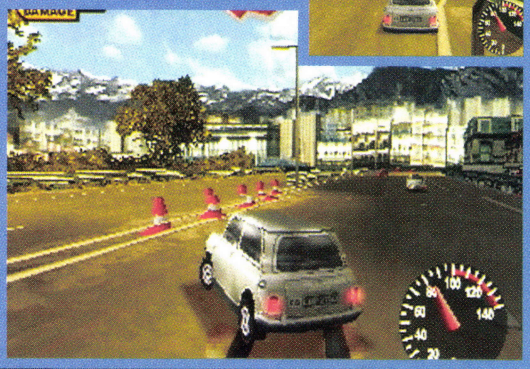


Plus, we simply must supply you with the website for the Minis so you can check them out yourself. The site is truly bitchin'. The marketers behind this ride have obviously considered how to get a grip on the modern buyer. They likely have some of the same writers that did those fantastic pork ads ("Life is just a bowl of porkchops").

Check 'em out at www.miniusa.com.

TORINO TOURS
This staircase is your savior. Then make the sharp turn below.

MAFIA MANIA
Getting the dame to the airport is easy business, if you take the right ramps and spin the car well.



TURIN

Turin is tough, but it features arguably the greatest mission of any game ever made

TORINO TOURS

This mission is little more than a sightseeing tour, but it'd be nice if these guys had more than eight minutes to see Turin. What's the rush? Dinner at the most hoppin'-est pasta joint?

The first thing you'll need to do is to bust through the cones on the right. After that, take the highway exit ramp on the left. Easy business.

Next, after you check out the Traffic Control HQ, head up the slim stairs to your left. It's not going to be easy to make that turn in the VW bus, but you can manage. Wind around through the stairway and be on your way.

Losing the Mafia is your biggest challenge, but it won't be if you follow these two steps:

1. Blaze straight past them up the staircase (the Mafia car is pointing the opposite direction).

2. Take two immediate lefts. You'll go down a slim alleyway, and by the time you've driven down it, the Mafia will be long gone.

Next, you're going to get a headache trying to find the power station. It's easy, though, so don't fret. Look for the road where the wooden fence is on your left and the chainlink fence is on your right. Head down that path and you're in the money.

Finding the mansion just takes some time. At least one and a half minutes, we'd say.

MAFIA MANIA

Getting your girlfriend close to the airport is a bear. Ultimately, you're going to have to deal with the torture of getting through the highway bow ties that just might tie you up in knots. You've got under a minute and a half to pull it off, so veer to the left and take the first right you can. Follow that straight-away for what seems like forever, then go up the right hand tunnel, follow it around, then do a U-turn when you can burn through that set of cones on the right. Then follow the right side again, and follow it, finally, into the airport.

TRAFFIC TAPE CAPER

Driving in an open area equates to being followed by cops. Repeat that to yourself. It'll help you remember.

Follow these directions to avoid hitting an open, cop-heavy area:

Spin 180 degrees and turn right. Follow that until you turn left. Keep going straight for a spell, then turn right into the first alley you see. Next, go left, then right—you'll see an entrance to an underground parking lot. Enter and swipe the bike.

Once the bike is in tow, exit through the entrance opposite the one you came in. Turn left, right, left. Then the arrow will spin in a hurry. Follow it, and it'll lead you to your dirty work.

The level's real problem arises after the bike gets tossed. Out of the gates, turn left hard. Next, take the first right, then the next right, then go straight for a long while. You're going to get a flood of coppers on your tail, but they'll disappear if you keep hustling to the spot.

Getting back the mansion is a breeze after that. So get to it.

INTERFERENCE

You're just going to have to suck it up and drive around for this one. The cameras are everywhere, and there are more than 20 of them. So don't go off lollygagging because you're trying to find one in the remote corners of Turin. It'll lead to ruin.

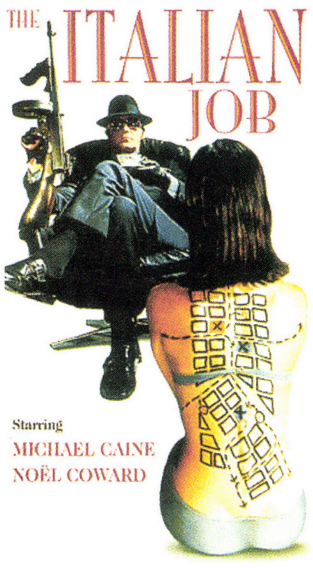
ITALIAN JOB DO-OVER?

The Italian Job was a 1969 heist classic and now (obviously) it's a PSone game. But it should come as no surprise that Hollywood is hoping to capitalize on the Italian Job license.

Remember Mark Wahlberg (*Planet of the Apes, Three Kings*)? It seems he'll be taking the role of the wheelman. Wahlberg will play the role of Charlie Croker, a career criminal who masterminds a gold heist. It's the role that Oscar-winner Michael Caine played way back in 1969.

The remake is being directed by F. Gary Gray (*The Negotiator, Set It Off*), and will prominently feature the rereleased BMW Mini Cooper that we mentioned a page ago.

The original film was beloved for its comedic elements, but Gray's do-over is likely to be more serious. Another departure from the original: The gold heist will happen during a traffic jam in Los Angeles, not in Turin, Italy. Hollywood strikes again.



CONVOY

Pay attention. From the Mansion, turn left, then take the next soft left. Drive on and you'll see tunnels. Head to the one farthest to the right. Go through the tunnel, then go straight. Next, turn on the second left (do not take any dirt paths—stay on the streets). Turn right, then turn right again. Go straight—the arrow will try to lure you left, but don't follow it. Take the left after that, then take the next left, then the next right. The traffic will be buzzing, but plow through. Now you're set. See, you paid attention.

THE GETAWAY

Write in when you come up with a better driving game mission than this one. As far as we can tell, this is it. Remember, you don't have to floor it always. Your teammates will slow down if you do.

First, after you duck through the first sign of traffic, don't brush the bumpers of your buds. Spin out to the left, under the archway. No need to make that severe turn at the start.

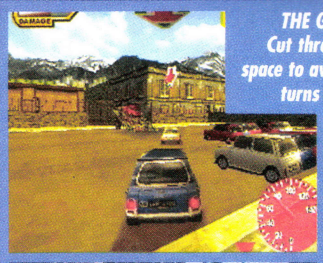
Second, when you're coming out of the checkerboard-tiled subway, don't go more than 60 mph. Cut to the right at a low speed and you'll get into the underground easily.

Third, you don't need to follow your friends up the staircase. Just drive around. It's probably for the best.

Fourth, slow down before trundling down the dirt path. Really.

Fifth, you have to make that ramp. And it's easier to make a ramp at 60 mph than 100 mph. Capische?

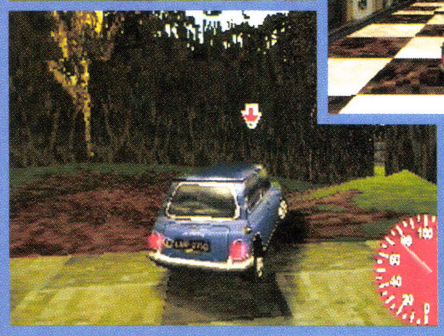
Sixth, slow down to enter the water. We're talking 40 mph.



THE GETAWAY
Cut through this space to avoid tight turns later on.

THE GETAWAY
Slow down to around 50mph before you hit these stairs.

THE GETAWAY
No need for speed here. Cruise slowly into the water or spin out.



THE GETAWAY
If you don't slow down before driving down this dirt path, you'll likely lose control.

The ALPS

Two missions, one shortcut and plenty of hairpin turns

RED, WHITE & BLUE

You have to stay close to the truck without hitting it for five seconds. It sucks when you're on the third car, but it can be done.

HOME FREE

There is little time and you're in a huge bus. It's important to do three things and do three things well: Use the shortcut, crash the Mafia, and jump a cliff.

The shortcut is imperative. It's to your left on a dirt road. There's no reason to slow down until you're at the end of it, getting back onto the main road.

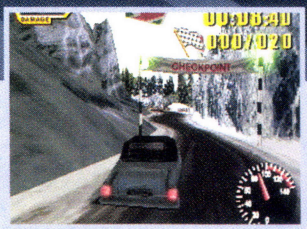
For the Mafia, angle your bus so that you can smack it and keep your momentum. The momentum won't keep, but at least you'll be in good position to get on with it.

The final challenge is to beat the clock, but there's only one way to do it. I know what you're thinking: You're thinking you can weave through and make it if you just keep trying. Wrong. See the jump in the screen shot below? That's your salvation. Hit it to the right side of the incline, and, if you timed it right with the proper angle and speed, you can jump the cliff. Then it's you and the clock, baby.

HOME FREE *Here's the only jump that matters. If you make it, then you can make it. You know?*

STAY TUNED NEXT MONTH...

You think beating up on the Italian Job Mode is enough? If you love the game like we do, then you've been working on beating the toughest of the mini-games, too. Next month we're going to storm every mini-game and feature the toughest of the tough. We'll even give a little driving school for the sweet old lady readers.



GAME GLANCE

No-frills Approach to Ports and Smaller Titles

If you like a game in here, don't take offense that we didn't give it the "full treatment," so to speak. It just means that the game was ripe for a quickie review. It may have been a port, it may be a simple concept re-done, it may just be a case of not being able to squeeze it in. So, rather than leave it out, we decided to do more, more, more... Here's hoping you find it useful, and if not, well, blame Phil.

LILO & STITCH

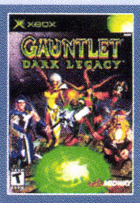
System: PlayStation

Depending on the level, you play as either Lilo or her intergalactic fugitive pet Stitch in this fun platform game that closely follows the movie's plot. Younger fans of the movie will enjoy it (simply for Stitch's coffee-induced rage); otherwise, it's too short and too easy.

■ PROS:
Can't go wrong with Crash Bandicoot-style gameplay and tons of video clips.

■ CONS:
Flighty control makes you slip and slide like you're on ice. It's also a bit too short and quite easy.

RENT IT



GAUNTLET: DARK LEGACY

System: Xbox

Man, has this game aged badly. After seeing *Hunter the Reckoning*, it's hard to go back to playing this ancient title. But if you're looking for a laid back hack 'n' slash adventure to play with three buddies over a weekend, you could certainly do worse.

■ PROS:
The classic four-player gameplay is always fun. It's good to have on hand when your pals come over.

■ CONS:
The graphics really suck, and the one player mode is totally worthless. Gauntlet needs an upgrade—STAT!

RENT IT

BARBARIAN

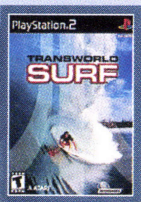
System: PlayStation 2

Barbarian is your run-of-the-mill fighter, borrowing elements here and there in a hodge-podge fashion. Multi-level arenas are cool (ala *Powerstone*) but the fighting (especially the combos) is pretty weak. This one's got substance and story, but lacks a true fighting style.

■ PROS:
Story is well-developed and entertaining, for a bit.

■ CONS:
Lengthy story sequences between battles mar the action. Dull, unimaginative fighting engine tires quickly.

RENT IT



TRANSWORLD SURF

System: PlayStation 2

It's not going to catch on like skating games did, but we're glad somebody actually tried a surfing game. A realistic game engine puts you on the waves for a surprisingly decent experience. Get used to the controls and master a few tasty waves, dude.

■ PROS:
Addictive qualities leave you searching for that perfect run. Nice controls.

■ CONS:
A little too realistic for some to get into. Hanging 10 is just not something most people care about.

RENT IT

LOST KINGDOMS

System: GameCube

Sporting bland graphics and a mundane card-battle system, *Lost Kingdoms* will no doubt be a lost GameCube title. Only the most die-hard RPG fans need apply here. Otherwise, we figure most of you would be bored by about the fourth town.

■ PROS:
The battle system is fairly well-done, but is sabotaged by tedious card manipulations.

■ CONS:
Weak storyline and characters fail to draw you in. Repetitive levels don't help, either.

RUN AWAY

STITCH: EXPERIMENT 626

System: PlayStation 2

This prequel to Disney's *Lilo & Stitch* follows the six-legged blue alien through his days as a science experiment. Camera problems unfortunately hurt the just-average gameplay. Fans of the movie will get a kick out of it.

■ PROS:
This "prequel" to the movie has decent graphics, lots to shoot at, and some great Tarzan-style swinging action...

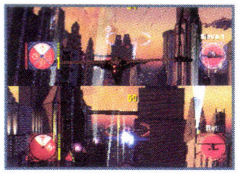
■ CONS:
...but camera problems abound, making it a frustrating mess in many spots.

RENT IT

STAR WARS: JEDI STARFIGHTER

System: Xbox

LucasArts must love releasing slightly-enhanced Xbox versions of its PS2 Star Wars titles. Still, this game rules, regardless of the system. Star Wars fans will love it.



■ PROS:
Well, let's see—Jedi Starfighter looks great, sounds great and plays great. There's even an extra mission (set on Coruscant) that wasn't in the PS2 original. Sweet!

■ CONS:
If you've already played the PS2 version, there's not enough extras to warrant playing it again.

BUY IT

LETHAL SKIES

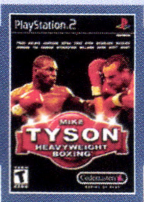
System: PlayStation 2

Get ready for takeoff: Sammy Entertainment's *Lethal Skies* is shooting your way, and it's sure to be a hit with all you sky cowboys out there. Sure it's not *Ace Combat 4* (what game really is?), but it does offer a fast and furious flight experience along with sweet visuals, solid control (less arcadey than that of *Ace Combat*) and some cool G-Force effects to boot. A must-buy for PS2 flight sim fans.

■ PROS:
Frenetic action, semi-futuristic environments, multiple pilots with personalities and a sprinkling of eye candy combine to make this one sweet ride from take off to finish.

■ CONS:
Ace Combat 4 still has a greater number of planes, levels and customization. And this doesn't star Mel Gibson and Danny Glover...

BUY IT



MIKE TYSON HEAVYWEIGHT BOXING

System: PlayStation 2

We can't recommend this title to our worst enemies. It looks bad and plays worse. Whoever thought of the control scheme should be punched by big Mike himself.

■ PROS:
You can see facial damage as the fight goes on. That's pretty cool.

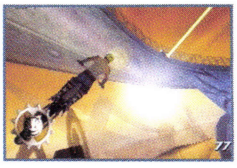
■ CONS:
The real con here is that Codemasters might get a few people to buy this game. As a rule, stay away from anything that involves the psychotic Mike Tyson.

RUN AWAY

FREEKSTYLE

System: Playstation 2

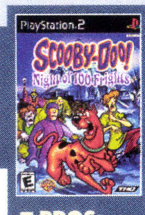
EA Sports Big has replaced *SSX Tricky*'s boards and snow with bikes and dirt, and the result is the best motocross game ever released. *Freekstyle*'s characters are clever, its tracks are challenging and its replay value is through the roof.



■ PROS:
This is the kind of game that anybody can get into. With 13 inventive tracks to bust through, you'll be playing Freekstyle for a long, long time.

■ CONS:
There really isn't much to complain about, beyond the fact that the trick system is a bit watered down. But in light of all the pros, we can look past that.

BUY IT



SCOOBY-DOO! NIGHT OF 100 FRIGHTS

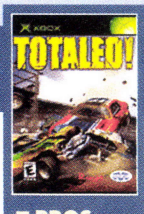
System: PlayStation 2

Jinkies! Scoobs and the gang set off to solve yet another mystery in this enjoyable lil' platformer. Gameplay is very formulaic—collect Scooby Snacks, grab keys to open doors, find secret passages, etc. The locked camera and loose 3D control become frustrating toward the end of the game, but fans of the cartoon will be able to overlook it. A solid weekend rental.

■ PROS:
Fans of the cartoon will enjoy Frights for its little touches: spot-on visuals, cheesy music, a laugh track and appearances by lots of the show's most popular villains.

■ CONS:
Take away the inspired aesthetics, and this is an average platformer that at times can be frustrating because of its locked camera.

RENT IT



TOTALED!

System: Xbox

If you're a fan of *Destruction Derby* and own an Xbox, look no further. Smash cars, jump buses and free-fall your way through 18 levels of carnage with gorgeous graphics and pop-punk tunes. Sure, it's shallow, but it's fun!

■ PROS:
CG-quality visuals, downloadable music options, sweet multiplayer modes and more make this the perfect smash-fest for a Saturday afternoon.

■ CONS:
So-so control, limited customization options and repetitive gameplay may make this one a little unsavory for hardcore race-sim fans.

BUY IT

REVIEW ARCHIVE

Missed our past issues? Here's how we ranked the best and the worst releases of the past six months.

PLAYSTATION 2

GAME	ISSUE	GRADE
007: Agent Under Fire	04	B
Air Blade	05	C+
Army Men RTS	07	B+
Baldur's Gate: Dark Alliance	03	A ☆
Blood Omen 2	07	B-
Casper: Spirit Dimensions	02	D-
Crash Bandicoot: Wrath of Cortex	02	C-
Deus Ex	07	A ☆
Devil May Cry	02	A ☆
Dynasty Warriors III	03	B-
ESPN International Winter Sports 2002	05	B-
ESPN NFL Prime Time	04	C-
Eve of Extinction	07	D-
Fatal Frame	06	B
FIFA 2002	02	A- ☆
Final Fantasy X	03	A+ ☆
Giants Citizen Kabuto	04	C-
Gitaroo Man	05	B+
Half-Life	02	B-
Headhunter	08	B+
Herdy Gerdy	07	C
High Heat MLB 2003	06	A- ☆
Hot Shots 3	06	A ☆
Jak & Daxter	04	A- ☆
Mad Maestro	07	B-
Maximo	06	A- ☆
Metal Gear Solid 2: Sons of Liberty	04	A+ ☆
Mister Mosquito	07	B
Mobile Suit Gundam: Zeonic Front	05	C-
Monsters, Inc.	06	B-
NASCAR Thunder 2002	02	A ☆
NFL 2K2	03	B+
NFL GameDay 2002	04	D
NHL Hitz 20-02	02	B
No One Lives Forever	06	C-
Pac-Man World 2	05	A- ☆
Parappa the Rapper 2	04	A- ☆
Pirates: The Legend of Black Kat	07	B
Rayman Arena	08	C
Rez	04	B
Shadow Hearts	05	B
Smuggler's Run 2: Hostile Territory	03	B+
Soul Reaver II	03	B
Splashdown	03	B
Spider-Man	08	B+
SSX Tricky	03	A ☆
Star Trek Voyager: Elite Force	05	D
Star Wars: Jedi Starfighter	07	A- ☆
Star Wars: Racer Revenge	06	B-
State of Emergency	06	C-
The Simpson's Road Rage	03	B
Virtua Fighter 4	06	B
Wipeout Fusion	08	A- ☆
WWF Smackdown!: Just Bring It	03	B

XBOX

GAME	ISSUE	GRADE
007: Agent Under Fire	07	A- ☆
All-Star Baseball 2003	07	B-
Azurik: Rise of Perathia	04	D-
Blood Wake	05	C
Cel Damage	03	B
Dark Summit	03	B
Dead or Alive 3	03	A- ☆
FIFA 2002: Road to the World Cup	08	B-
Fusion Frenzy	03	B
Genma Onimusha	05	B-
Halo	03	A+ ☆
Jet Set Radio Future	06	B+
Knockout Kings 2002	06	B
Mad Dash Racing	03	C-
NBA Inside Drive 2002	06	B
NFL Fever 2002	03	B
Oddworld: Munch's Oddysee	03	A ☆
Project Gotham Racing	03	A ☆
Shrek	03	D
Spider-Man	08	A- ☆
Star Wars: Obi-Wan	04	C-
Tony Hawk's Pro Skater 2X	02	B+
Triple Play 2002	06	C
Wreckless: The Yakuza Missions	06	C+
WWF Raw	06	C

GAMECUBE

GAME	ISSUE	GRADE
Bloody Roar: Primal Fury	07	B
Crazy Taxi	04	B
Luigi's Mansion	02	B-
Pikmin	03	C-
Resident Evil	08	A+ ☆
Sega Soccer Slam	06	B+
Smashing Drive	06	D+
Sonic Adventure 2 Battle	05	C-
Spider-Man	08	B+
Star Wars Rogue Leader: Rogue Squadron II	03	A+ ☆
Super Monkey Ball	02	A ☆
Super Smash Bros. Melee	04	A+ ☆
Universal Studios Theme Park Adventure	05	D-
Wave Race: Blue Storm	03	B+

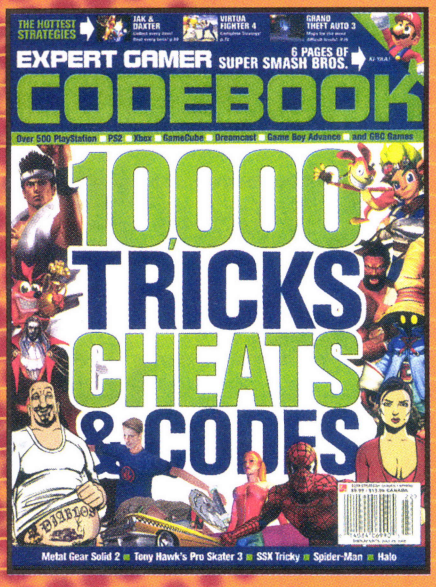
PLAYSTATION

GAME	ISSUE	GRADE
Dance Dance Revolution Konamix	08	A- ☆
Digimon Rumble Arena	06	C-
Dragon Warrior VII	03	A
Harry Potter and the Sorcerer's Stone	03	C+
Mega Man X6	04	D+
Twisted Metal: Small Brawl	03	B+
The Italian Job	08	B+

GAME BOY ADVANCE

GAME	ISSUE	GRADE
Alienators: Evolution Continues	04	B-
Breath of Fire II	07	C
Britney's Dance Beat	08	F
Broken Sword	07	B
Column's Crown	02	C+
Crash Bandicoot: The Huge Adventure	06	B
Dark Arena	06	C-
Doom GBA	03	A ☆
Eck's vs. Sever	02	A ☆
F-14 Tomcat	01	B+
Frogger: The Great Quest	07	C
Frogger's Adventures	02	B+
Golden Sun	03	A+ ☆
Gradius Galaxies	02	A ☆
Harry Potter and the Sorcerer's Stone	03	B-
High Heat MLB 2003	06	B
Hot Wheels Burnin' Rubber	02	D+
Inspector Gadget	06	C+
Jackie Chan Adventures: Legend of the Dark Hand	03	C
Jedi Power Battles	03	D-
Jurassic Park III: Island Attack	02	C
Jurassic Park III: Park Builder	02	B
Kao the Kangaroo	01	D
King of Fighter EX: New Blood	07	B-
Men in Black: The Series	02	F
Mortal Kombat Advance	05	D
Motocross Maniacs	06	B+
NBA Jam 2002	07	F
Planet of the Apes	04	C+
Planet Monsters	01	C
Prehistoric Man	01	B+
Puyo Pop	05	B
Road to Wrestlemania	03	C
Robopon 2	08	B
Salt Lake 2002	04	C
Shaun Palmer's Pro Snowboarder	04	C
Sheep	06	C+
Shrek: Swamp Kart Speedway	06	F
Sonic Advance	05	A- ☆
Spider-Man	08	B-
Spy Hunter	08	C-
Spyro: Season of Ice	02	B-
Super Bust-A-Move	04	C
Super Mario World	05	A+ ☆
Tactics Ogre: The Knight of Lodis	07	A ☆
Tekken Advance	05	B
The Scorpion King: Sword of Osiris	08	B
The Three Stooges	08	C+
Tony Hawk's Pro Skater 3	07	A- ☆
Wario Land 4	03	A ☆
WTA Tour Tennis	07	B+
X-Men: Reign of Apocalypse	01	D+
Zone of the Enders: The Fist of Mars	05	C-

LOOK FOR THESE SPECIAL ISSUES ON NEWSSTANDS EVERYWHERE!



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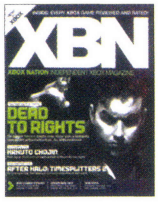

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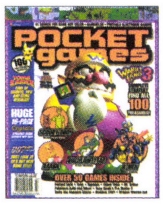

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HANDS ON

Handheld Reviews and Previews

REVIEWS The Final Word on Handheld Gaming

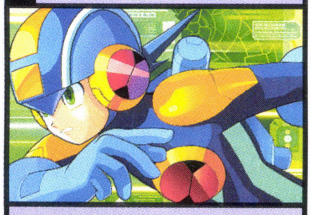
PROs and CONs

PRO

- Surprisingly cool combat sequences
- Fun story

CON

- Perspective can be a bit odd



CONTROL

Both Lan and Mega Man can be slightly sluggish at times, but it never gets too much in the way.

IMPACT

Battle Network 2 looks sharp—most of the backgrounds and characters are very detailed.

LIFESPAN

It's an adventure game, so you'll get some hours out of it. It's still not incredibly long, though.

EXTRAS

Collecting all the Chips and battling with your friends really helps to extend MMBN2's life.

NOW RATED

Hardcore Mega Man fans may clamor for a "real" MM game, but *Battle Network 2* is not only real, it's a lot of fun, too.

A-

The bosses (like Air Man here) are mostly updates of classic MM characters.

You'll run into friends as well as enemies on the Net.

Keeping track of your Chips is always important.

MEGA MAN BATTLE NETWORK 2

PUBLISHER: Capcom **PLAYERS:** 1-2 **SYSTEM:** GBA **GENRE:** Adventure

Not many people played the first *Mega Man Battle Network*. This is most likely due to the fact that *Battle Network* doesn't look anything like a Mega Man game. It's a shame that so many missed out on it, however, as *MMBN* and its sequel, *MMBN2*, are both very enjoyable (if slightly easy) adventure/RPGs.

The adventure segments of the game, where you're controlling Lan (Mega Man's human "owner"), feature simple puzzles that won't pose much of a challenge to experienced gamers, but are fun nonetheless. You'll also notice a ton of references to past Mega Man titles if you have a keen eye.

Things get a bit more interesting in the Battle Mode. Here, the fight plays out much like a card combat game, where you must strategically choose the "Chips" (which contain special moves) you'll use against your foes. This part of the game reminded us a lot of *SNK vs. Capcom: Card Fighter's Clash* for the NeoGeo Pocket Color (the best card combat game out there). Trying to collect all the Chips is almost as fun as catching all the Pokémon.

Sure, it may not be your typical Mega Man game, but after 15 years of running to the right and blasting Dr. Wily (or Sigma), this light-hearted change of pace is welcome.

A stuffed Data monkey (from MM Legends) and a Pikachu rug? Sweet!

Line up the enemy before you fire so you don't miss your shot.

Last day of school? Well, then it looks like school's out...

NOW RATED

CONTROL

Two flippers and a tilt button. How can you mess that up? Plus, the pinball physics are spot-on.

IMPACT

All three of the tables are highly detailed, and there's lots of sound clips from House of the Dead 2.

LIFESPAN

One of the great things about pinball is its high replay value. Go on—try to beat your high score!

EXTRAS

There's really no extras to speak of, but you'll spend a lot of time exploring all of the tables.

Pinball makes an excellent portable game, and this is no exception. You can play this one for a long time.

B

THE PINBALL OF THE DEAD

PUBLISHER: THQ/Sega **PLAYERS:** 1-4 **SYSTEM:** GBA **GENRE:** Pinball

Since it's so hard to find a good pinball machine these days, it's always nice to see a decent video game version of the classic arcade amusement.

Sega brings us this three-table pinball title that continues the company's tradition of making weird spin-offs of *The House of the Dead 2* (a tradition that began with the Dreamcast's *The Typing of the Dead*). Unfortunately, not all of the tables are completely up to snuff.

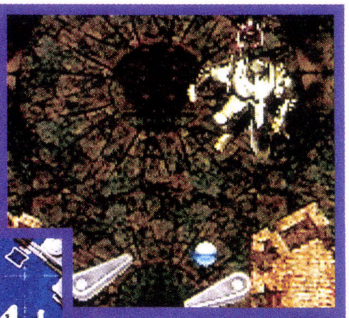
Of the three tables, only one (Wondering) is full of the bumpers, ramps and obstacles that pinball needs to be fun. The other two tables (Movement and Cemetery) are decent, but feel slightly barren.

Still, even the lesser tables are fun to play, if only to check out all of the *HotD2* references. Plus, the physics feel accurate, meaning that the ball moves naturally, just like it would in a real pinball game.

If you've been playing video games for a while now, *Pinball of the Dead* will remind you of a scaled-down version of *Devil's Crush* for the TurboGrafx-16. Newer players will just find a solid, if slightly flawed, pinball simulation.

▲ *If the red zombie blood offends, you can easily change its color in the Options menu.*

▲ *Some zombies line up for the kill.*



▲ *Just like in* House of the Dead 2, *you'll have to fight a few bosses.*

NOW RATED

CONTROL

Stitch is a little hard to handle at times, and Lilo's smooth animation occasionally hinders her.

IMPACT

The game's graphics look good, but what you'll really notice is the great animation.

LIFESPAN

You won't spend months playing Lilo & Stitch, *but it's certainly fun while it lasts.*

EXTRAS

There's unlockable movie clips and pictures that you'll really have to explore the stages to find.

We like to think of *Lilo & Stitch* as a version of *Metal Slug* that the kids can call their own.

B+

LILO & STITCH

PUBLISHER: Disney Interactive **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Action

You're probably thinking the same thing that we did when we first saw *Lilo & Stitch*. "This is a GBA title based on a Disney movie... How good can it possibly be?"

Skepticism aside, you'll be pleased to know that Disney's ostensibly kiddie *Lilo & Stitch* plays like a cartoony variation of SNK's popular Metal Slug series. The little alien, Stitch, runs to the right, shooting everything in his path. What more do you want?

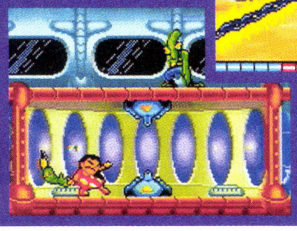
Well, how about the levels where you control the little Hawaiian girl, Lilo? During these stealth-oriented segments, you must sneak around, avoiding the patrolling aliens. Her stages play much like *Prince of Persia*, only with better control.

Our biggest gripe with *Lilo & Stitch* is that it's surprisingly difficult. There's ample cheap hits and precious few checkpoints. Expect to play though some tough areas multiple times. Regardless, this is a solid platform with some good variety in gameplay. Check it out.

▲ *Pineapple bombs can take out pesky foes.*

Don't hide, Lilo! Some of those monsters can be friendly.

Arrr! We like pirates and all, but we gotta root for Stitch.



Between swatting bugs and being whisked around by teleporters, Lilo really has her work cut out for her.

NOW RATED

CONTROL
It takes forever to turn around when fighting, and using your lightsaber is a real hassle.

IMPACT
It's officially time to give up all hope of seeing a good Star Wars cart on the Game Boy Advance.

LIFESPAN
You can play this one for hours, but why on earth would you ever want to?

EXTRAS
Still frames from the movie and a handful of ugly racing sequences don't make this mess worthwhile.

The worst thing to happen to Star Wars since Jar Jar Binks and midichlorians.

D-

STAR WARS EPISODE II: ATTACK OF THE CLONES

PUBLISHER: THQ **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Side Scrolling Hack 'n' Slash

This just might be the least entertaining GBA game based on a movie to come along since—well, *Star Wars: Jedi Power Battles*. Anakin and Obi-Wan both move like wounded Banthas, and they seem to have forgotten all of their cool force moves. There's nothing these bozos do in *Attack of the Clones* that Haggar and Cody didn't do better in *Final Fight One*.

Why does a movie license this rich with possibilities have to be turned into a stupid side-scrolling brawler? Would it really be that difficult to give fans a handheld title that matches the quality of the Super NES *Star Wars* games? Those old carts were jam-packed with great gameplay and intense vehicle sequences; *Attack of the Clones*, by contrast, is a boring, repetitive slash 'n' bash platformer that wears out its welcome in a matter of minutes. It's less irritating than Jar-Jar, but not by much.

This game might be fun if Anakin didn't stumble around like a drunk at a New Year's Eve party.

Want a little strategy tip? Sluggishly move forward, slowly swing you sword, block, repeat. You win!

Can't get too excited about races running at 5 mph...

Obi-Wan and Anakin have exactly the same moves and force powers.

NOW RATED

CONTROL
Moving a full-fledged yeti around seemed like a daunting task, but Telegames made it easy and fun.

IMPACT
Pee-your-pants hilarious. If more games were this fresh and funny, the world would be a better place.

LIFESPAN
With its classic mini-games and ludicrous cutscenes, we could just sit and play this game forever.

EXTRAS
Beat the game to unlock the Secret Menu—you'll have access to all things yeti.

***Urban Yeti* is a great premise with mediocre execution. Definitely still worth checking out.**

B-

URBAN YETI!

PUBLISHER: Telegames **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Big Hairy Yeti Action!

Get ready to yeti; *Urban Yeti!* is by far one of the wackiest, zaniest, most bizarre games out there, and it rocks!

Sure it's not *Super Mario* or *Klonoa*, (just look at these screen shots—yikes), but its twisted sense of humor had us rolling in the aisles and wanting to play more. What's funny is it's basically *GTA* meets *Tapper*, *Toobin'* and *Tron*, but because of the subject matter (you're a Yeti who's searching for a mate, holding jobs, "tending" to chickens, etc...) the game feels so amazingly fresh and original.

It's just too bad the game lacks big-time in the sights and sounds department. But with something so fast, furry and fun, who cares?

We've dubbed *Urban Yeti!* as the Nicholas Stern* of video games. Between its *Dance Freakout* command, soup kitchen manager position and hot dog power-ups, this game had us at "hello."

If a blonde Abe Lincoln let himself go, he might look like Urban Yeti.

This isn't some yeti water park, it's part of the Toobin'-like mini game.

Determine which yeti rocks the most in this discus tournament.

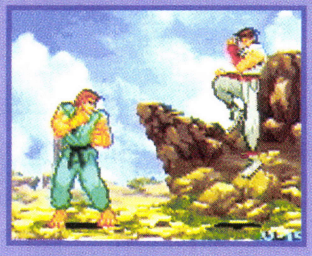
*http://artists.mp3s.com/artists/171/nicholas_stern.html

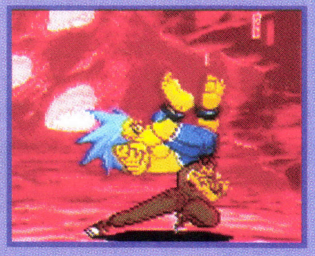
PREVIEWS Upcoming Handheld Titles...

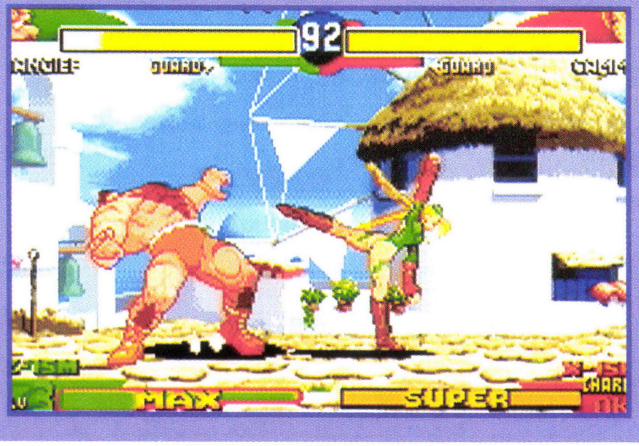
STREET FIGHTER ALPHA 3

PUBLISHER: Capcom **PLAYERS:** 1-2 **RELEASE:** August

Capcom did an incredible job porting *Super Street Fighter II Turbo* over to the GBA, but still, we were skeptical about how the more advanced *Street Fighter Alpha 3* would look and feel on a handheld. Well, good news, SF fans: So far, this new release covers all of its bases and then some. The visuals come surprisingly close to replicating the arcade's graphics, and the movements are really smooth, allowing you to pull off classic combos without breaking a sweat. Better still, a handful of additional characters have entered the fray, including Yun (from *Street Fighter III*).





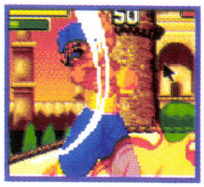


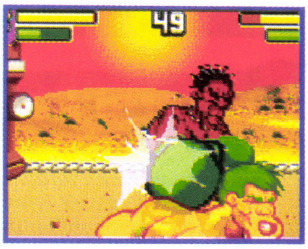
PUNCH KING

GN's PICK!

PUBLISHER: Acclaim **PLAYERS:** 1-2 **RELEASE:** June

It's been eight years since Nintendo's given us a real *Punch-Out* game—and if it's not gonna do a new one anytime soon, we're all for Acclaim bringing out a high quality rip-off. *Punch King*'s title (and its lead character's green hair) makes it clear that the similarities to the big N's classic arcade game are intended, so we're already pretty excited—especially since there are 18 fighters and link cable support. Take that, Lil' Mac!

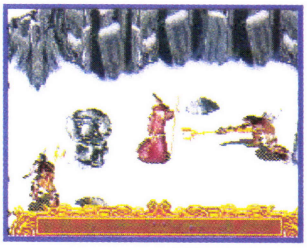




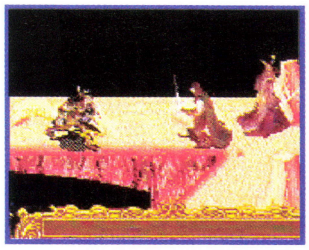
LORD OF THE RINGS: THE TWO TOWERS

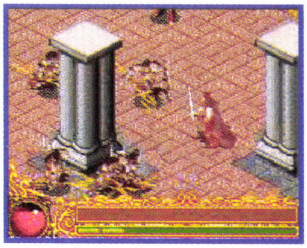
PUBLISHER: EA **PLAYERS:** 1 **RELEASE:** November

The guys who brought Harry Potter to the Game Boy Advance are now hard at work on a handheld adoption of New Line's *LOTR: The Two Towers*. The cart allows you to take control of Aragorn, Frodo or Gandalf, and the gameplay looks to be of the hack 'n' slash variety (sounds appropriate, given all the movie's battles). Now you'll have something cool to play while you wait in line to buy tickets for the movie.

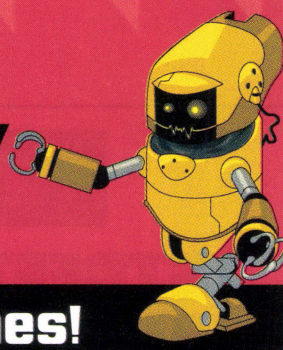


You can't play as Gandalf on the PS2 game, but on the GBA you can.





TRICKS NOW



Brand New Tricks for Your Favorite Games!

Trick of the Month! SledStorm

Enter these codes at the "Press Start" screen while holding down R1 + L1.

Unlock All Characters
Circle, Triangle, Circle, Triangle, Circle, Down.

Unlock All Sleds
Circle, Square, Circle, Square, Circle, Left.

Unlock All Tracks
Circle, Left, Circle, Right, Circle, Up.

Unlock Hover Sled
Circle, Triangle, Square, Circle, Triangle, Right.

Unlock Everything
Circle, Square, Up, Circle, Triangle, Down.

Tarzan Untamed

Baby Gorilla Talk
Beat the second Bungee, then beat "Over the Edge."

Unlock Terk The Monkey
Finish the three Terk challenges.

Unlock Jane
Complete all of Terk's challenges in the first world.

Unlock Porter
Beat all of Terk's challeges in the second world.

World Rally Championship

At the main menu, select "Extras." At the "Extras" screen, choose the "Secrets" option. At the "Enter Secret Code" screen, enter any of the following codes to unlock the corresponding enhancement. If entered correctly, the name of the enhancement will appear.

Flying Car in Replay
floatylight

Psychedelic Effect
imgoingcrazy

Speed-Up Co-Driver Calls
heliumaid

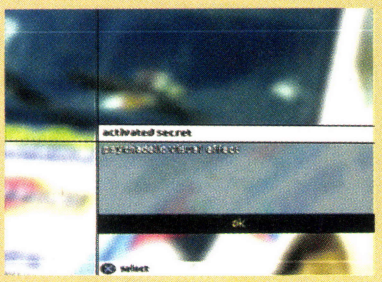
Top Down Camera
downbelow

Upside Down Camera
ontheceiling

Underwater Effect
wibblywobbly

Removed Car Shell
thatsstupid

Increased Acceleration and Top Speed
evopower

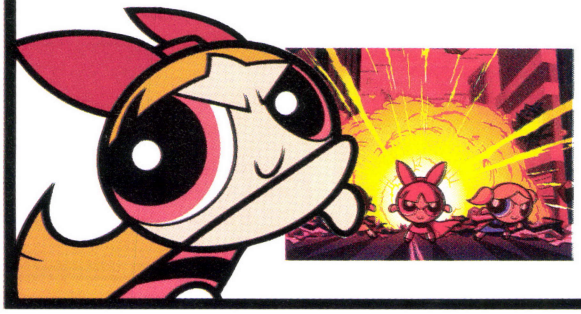


Powerpuff Girls: Chemical Xtraction

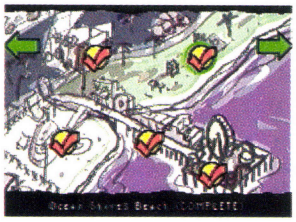
Enter the following codes at the password screen.

More Health
Ace, Fuzzy, Blossom, Blossom, Bubbles.

All Levels & Characters
Put in Buttercup, Ace, Bubbles, Mojo, Fuzzy.



Rocket Power: Dream Scheme



Enter in the following passwords at the main menu screen.

Ocean Shores Beach
4GWD!KL1

Mad Town
MFKGTB!R

Elementary School
2V74BFDG

Town Square
6!LN99V5

Neighborhood
?FXX6BLJ

Spooky Woods
2L!DZHS8

Power Hills
HRB4KB4K

Complete All Levels
KLSX74ZR

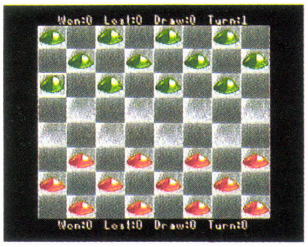
PS Arc the Lad Collection

Slime Time Mini-game
Insert the "Making of" disc. At the main menu, press Circle, Circle, X, Square, Square, Triangle, Circle, X, Square, START. If you entered the code correctly, the words "Arc the Lad Slime Time!" will appear.

Infinite Cure-Alls
After your first visit to the Toyoke Forest, you can get a Cure-All from the Forest Spirit. She'll give you a new Cure-All every time you return.

Iga's Rock Spell
Once the "Shingan Hoo" spell is cast on enemies, the "Taimakoodan" spell is accessible. The laser will attack all the enemies under the Shingan Hoo spell. Note: The Taimakoodan spell is not usable on its own.

1,100 or More HP Damage Attack
Chongara can summon enemies from every genera. Even though his monsters may not seem useful at first, "Raigin" and "Fuugin" can be quite a deadly combination. It takes a longer amount of time to summon both creatures, though. Once they are out, place them around the strongest enemy that you are fighting. Make sure to position them in a veritcal formation (example:



Fuugin underneath and Raigin over the same enemy) in order for this attack to work. Once they are vertical, a special spell will now be accessible, which can inflict 1,100+ HP damage.

Chongara's Secret Character
A secret character can be found for Chongara to summon. Unfortuneately, it can only be summoned at certain times and locations, but it is a must-have. To gain access to it, you must fight your way through all 50 dungeon levels at Alalatos. At the end, you will fight her. If you manage to defeat her, she will join your party and Chongara will be able to summon her. Now the tricky part: You have to go up though all 50 levels again in order to get out. If you die, all the hours will be wasted. So stock up and make sure you are well prepared.

Item Duplication
Two memory cards are required for this trick. Note: This can be used to sell items and make money, or duplicate certain items for quick level-ups.

Step 1
Go to the Arc the Lad Monsters Arena and save your games on both memory cards.

Step 2
As player one, load one memory card and then the other.

Step 3
Have player two trade an item you wish to duplicate from his inventory to player one and save player one's game on both memory cards. Now two of the same item are on both save files.

Step 4
Repeat this as necissary.

GBA Army Men: Operation Green

Go to the main menu and access the passwords screen, then enter any of the following passwords.

Level 2
5VKPR6*B
Level 3
5PK5LL*4
Level 4
Y8DTF4HK
Level 5
62BVXHXY
Level 6
MQ5310VP
Level 7
5ZQR6W1J
Level 8
44BQQCWH
Level 9
F4J1ZRWG
Level 10
FFOOWP36
Level 11
*HBNVVV4
Level 12
85M3QCF*

PS2 PaRappa the Rapper 2

Ninja Star Mode
At the stage selection screen, hold R1 + R2 and then select a stage.

Skip Opening Stage Cinematics
At the stage selection screen, hold L1 + L2 and then select a stage.

Earn the Blue Hat
Successfully complete the game.

Earn the Pink Hat
Successfully complete the game with the blue hat.

Earn the Yellow Hat
Successfully complete the game with the pink hat.

Song Test
Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels that you finished with a cool rating.

Bonus Stage
To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1,000 points). You will be brought to Chop Chop Master Onion Head who gives you a little bonus game before returning to the stage selection map.

Secret Rap About PaRappa
Go though the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through that and go through the part where PaRappa writes his name and wait again. Instead of them showing a demo, the colorful noodles will appear on the sides of the screen and the song will start playing.

Sunny's Music Video
Successfully complete the game with the yellow hat, then do the "Secret Rap" trick. Go through the whole song, then a music video with Sunny singing her intro music on stage will begin.

Control Time of Day
The game places Parappa's neightborhood at the same time of day indicated by the PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it would be sunset. If you set the time to 11 p.m., it will be dark outside.

GAMECUBE

BLOODY ROAR FURY

Secrets

To unlock the following characters play any mode the listed amount of times. This can easily be done by starting a game and then quitting it over and over again.

Ganesha
50 times
Cronos
100 times
Kohryu
150 times
Uranus
200 times

Cheats

Clear Arcade Mode the listed amount of times. You can use any character you wish and may continue as often as needed.

Movie Player
Once
COM Battle
Twice
Kids Mode
Three times
Big Heads
Four times
Big Arms
Five times
No Wall
Six times
Min Wall
Seven times
Final Round
Eight times
Low Speed
Nine times
High Speed
10 times
No Blocking
11 times
Max Difficulty
12 times
Knock Down Battle
13 times
Human Only
14 times
Beast Only
15 times
Hyper Only
16 times

GAUNTLET: DARK LEGACY

Password Codes

Enter any of the following passwords as your player name.

Invincibility
INVULN
Permanent Super Shot
SSHOTS
Permanent Triple Shot
MENAGE
Permanent Reflect Shot
REFLEX
Permanent Pojo
EGG911
Permanent Anti-Death
1ANGEL
Permanent Invisibility
000000
Permanent X-ray Vision
PEEKIN
Infinate Turbo
PURPLE
Growth and Shrink Enemy
DELTA1
Nine Potions and Keys on Each Level
ALLFUL
Extra Speed
XSPEED
Rapid Fire
QCKSHT
10,000 Gold Per Level
10000K
General
ICE600
S&M Dwarf
NUD069
Smiley Face
STX222
Chainsaw Guy
KJH105
Punkrocker
PNK666
Battle General
BAT900
Ninja
TAK118
Stig
STG333
Waitress
KAO292
Chris
CSS222
Guy with Mace
ARV984
Mike
DIB626
Quarterback
RIZ721
Karate Guy
SJB964
Black Outfit and Cape
DARTHC
Town General
TWN300
Japanese School Girl
AYA555
Cheerleader
CEL721
Castle General
CAS400
Mountain General
MTN200
Rat Head Warrior
RAT333
Desert General
DES700
Sky General
SKY100
Sumner
SUM224

NFL QUARTERBACK CLUB 2002

Unlocakable Players

Jim Kelly
Have at least 20 pass attempts and a 105 QB rating in one game.
Troy Aikman
Beat seven computer opponents in QB challenge.
Phil Simms
Throw over 500 yards in one game.
Boomer Esiason
Throw 15 completed passes to one reciever.
Bernie Kosar
Throw for five TDs in one game.
Jim Evertt
Break any record on QB challenge.

THE SIMPSONS: ROAD RAGE

Button Codes

While in the options menu, hold the L- and R-Shoulder buttons, then press the following button combinations.

Red Soapbox Car
B, B, Y, X
Smithers in Mr. Burn's Car
B, B, Y, Y
Nuclear Bus
B, B, Y, A
Extra Money
Y, Y, Y, Y
Stop Time
X, B, Y, A (Press R-Shoulder to start, stop and reset the timer.)
Extra Camera Views
B, B, B, B
Overhead View
X, X, X, Y
Nighttime Mode
A, A, A, A
Slow-motion Mode
A, X, B, Y
Flat Characters
X, X, X, X.
Show Collision Lines
B, B, A, A.

STAR WARS ROGUE LEADER: ROGUE SQUADRON 2

Hidden Options

Unlock the audio commentaries, for each individual stage type in the name BLAHBLAH. Head to the special features option and turn on Audio Commentary. Now select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage.

Unlock the Art Gallery

Enter EXHIBIT! as a passcode

Unlock the Concert Hall

Enter Composer as a passcode.

Ace Mode

Complete all the Tatooine Training objectives and finish the game with fifteen gold medals to unlock Ace Mode.

Black and White Mode

Type in LIONHEAD at the passcodes screen to play the game in a "classic" color mode.

Unlockable Ships

Slave 1 Ship
Finish all missions with a silver medal or better.
Millenium Falcon
Finish all missions with a bronze medal or better.
Naboo Starfighter
Finish the Tattooine Training in all 4 time settings. You must get all discovery items, all objects and get two hidden bonus items in each zone. Times: 6am, 2pm, 6pm, 11pm.
TIE Fighter
You must steal a Tie Fighter and complete the mission in Level 7 during the daytime and nighttime hours to unlock it as a bonus ship.
Darth Vader's TIE
Aquire fifteen gold medals to unlock Darth Vader's TIE Advanced.

TONY HAWK'S PRO SKATER 3

Passwords

Choose the "Cheats" selection from the "Options" menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu
MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options).
Super Stats
MAXMEOUT
Unlock All Characters
FREAKSHOW

Unlock Every Single Movie

From the main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open, and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

To unlock these modes, beat the game the prescribed number of times.

Snowboard Mode
Beat the game 11 times.
Always Special Mode
Beat the 12 game times.
Perfect Rail Balance Mode
Beat the game 13 times.
Maxed-Out Stats Mode
Beat the game 14 times.
Giant Mode
Beat the game 15 times.
Slow-Mo Mode
Beat the game 16 times.
Perfect Manual Balance Mode
Beat the game 17 times.
Tiny Mode
Beat the game 18 times.
Moon Mode
Beat the game 19 times.
Expert Mode
Beat the game 20 times.
First-Person Mode
Beat the game 22 times.

Unlock Darth Maul

Complete all 54 goals and earn golds at each competition with one skater.

Get Neversoft Eye

Similar to unlocking Darth Maul but do it with 21 skaters.

Get Skater From Hell

Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine

Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum

Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick

Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera

Do the same thing you did to unlock Officer Dick, but do it with one more skater

IF YOU BOUGHT ALL THESE GAMES, IT WOULD COST ABOUT $360

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OFFICIAL U.S. PlayStation MAGAZINE

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XBOX

ARTIC THUNDER

Button Codes

These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Catchup Mode
Y, X, Y, Y, X, START.

Grappling Hooks Mode
Y, Y, L, Y, Y, White, START.

Rooster Tails Mode
Black, R, L, White, X, START.

No Drones Mode
X, X, Y, Y, White, Black, START.

All Randoms
Black, R, X, Y, Black, R, START.

Atomic Snowball (all Missle mode)
X, X, X, White, Y, START.

Clone Mode
L, L, Y, White, Y, START.

All Invisible Mode
X, Y, X, R, Y, Y, START.

All Boost Mode
Y, Black, Black, Y, R, START.

Super Boost Wheelie
Y, White, X, R, X, L, START.

All Snow Bombs & Random Mode
Y, Y, Black, R, START.

GUANTLET X

Bonus Goodies

Enter any of the following passwords as your player name.

S&M Dwarf
NUD069

Happy Face
STX222

Chainsaw
KJH105

Punkrock
PNK666

Ninja
TAK118

Employee Stig
STG333

Waitress
KAO292

Ex-Employee Chris
CSS222

Football Dude
RIZ721

Manager Mike
DIB626

Karate Steve
SJB964

Created by Don
ARV984

Schoolgirl
AYA555

Cheerleader
CEL721

Rat Knight
RAT333

Regular Garm

Continued on pg. 94

PLAYSTATION 2

ALL-STAR BASEBALL 2002

Hidden Teams

From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the the Islanders and the Dingers.

Austin Dingers in Batting Practice

From the main menu screen, choose "Batting Practice." Next, move down, highlight Derek Jeter and press X. On the player select screen, press L1+R1+L2+R2 simultaneously. Once you do this, the Austin Dingers team will appear. You can choose any player from this team to try out for batting practice.

ARTIC THUNDER

Race Mode Codes

These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Random Power-Ups
On the mode select screen, press R1, R2, Square, Circle, R1, R2, START.

Catchup Code
On the mode select screen, press Circle, Square, Circle, Circle, Square, START.

Snowball Power-ups
On the mode selectscreen, press Square, Square, Square, L1, Circle, START.

Rooster Power-ups
On the mode select screen, press R1, R2, L2, L1, Square, START.

Snow Bomb Power-ups
On the mode select screen, press Circle, Circle, R1, R2, START.

Grappling Hook Power-ups
On the mode select screen, press Circle, Circle, L2, Circle, Circle, L1, Start.

Boost Power-ups
On the mode select screen, press Circle, R1, R1, Circle, R2, START.

No Drones
On the mode select screen, press Square, Square, Circle, Circle, L1, R1, START.

ATV OFFROAD FURY

Increase AI Difficulty

From the main menu, choose Pro-Career. Choose and empty slot and then put in ALLOUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass.

BALDER'S GATE: DARK ALLIANCE

Unlock Gauntlet Mode

Finish the game using any difficulty setting.

Unlock Extreme Mode

Finish the game using Gauntlet mode.

Level Up

Press and hold R3,triangle, R2, L1, and then press Left on the D-pad. This cheat automatically takes you to level 20, gives you access to all the feats (depending on the current number of slots available). It also gives you level one feats on all of your character's class-dependant feats and an additional 75,000 gold pieces.

Invulnerability and Warp

Use anytime during game. Press and hold R2, L1, Left d-pad, triangle and press the START button. This cheat when entered it will bring up a menu. You can choose invincibility and/or level warp.

BATMAN: VENGEANCE

Button Codes

Enter these codes at the main menu. If entered properly, a sound plays.

Cheat Mode
L2, R2, L2, R2, Square, Square, Circle, Circle.

Infinite Handcuffs
Square, Circle, Square, Circle, L2, R2, R2, L2.

Infinite Batlauncher
Circle, Square, Circle, Square, L1, R1, L2, R2.

Infinite Batarangs and Electric Batarangs
L1, R1, L2, R2.

BLOODY ROAR 3

Sudden Death Survival
Win nine fights in Survival Mode (Survival Mode only).

No Guard Battle
Earn first place in Arcade Mode (Survival and VS. Mode only).

Highest Difficulty
Finish Arcade Mode without continuing (Survival Mode only).

Knockdown Battle
Earn first place in Survival Mode after unlocking Sudden Death Survival (Survival and VS. Mode only).

High Speed Battle
Fight 100 battles in Survival mode with one character and get a place in the rankings.

Low Speed Battle
Fight once with each character and get a place in the rankings.

Hyper Beast Battle
Fight 10 battles in Arcade mode with one character and getting a place in the rankings.

Sumo Wrestling Battle
Fighting 20 battles in Survival mode with one character and gett a place in the rankings.

Unlock Kohryu
In Arcade Mode, beat the fourth stage without losing a round and Kohryu will appear as your opponent on the fifth stage.

Unlock Uranus
In Arcade Mode, beat the last stage of the game without continuing. You will then fight Uranus on a special stage. You must defeat him to be able to play as him.

CRAZY TAXI

On the mode selection screen, choose Arcade or Original. Then enter these tricks as shown.

No Arrows
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold R1+START until the driver selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

No Destination Mark
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+R1+START until the driver selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

Taxi Bike
On the driver select screen, quickly press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of driving a taxi.

Another Day
On the driver select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

View Changes
(Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press the one of the following buttons to see these new views.
First Person = Circle (Press Circle again for Rear View)
MPH = Square
Third Person = Triangle
Normal View = X

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the main menu screen.

Alternate Outfits

Dave Mirra
Up, Down, Up, Down, Right, Left, Up, Up, Square.

Ryan Nyquist
Up, Down, Down, Left, Down, Up, Up, Down, Square.

Troy McMurray
Up, Down, Left, Down, Right, Left, Up, Left, Square.

Mike Laird
Up, Down, Right, Left, Right, Up, Up, Right, Square.

Tim Mirra
Up, Down, Right, Left, Left, Up, Down, Up, Square.

Leigh Ramsdell
Up, Down, Down, Left, Down, Down, Down, Left, Square.

Joey Garcia
Up, Down, Up, Left, Down, Right, Down, Right, Square.

Rick Moliterno
Up, Down, Up, Up, Up, Up, Left, Up, Square.

Todd Lyons
Up, Down, Down, Right, Up, Left, Left, Down, Square.

John "Luc-E" Englebert
Up, Down, Left, Down, Left, Right, Left, Left, Square.

Scott Wirch
Up, Down, Right, Up, Down, Right, Left, Right, Square.

Colin Mackay
Up, Down, Right, Down, Up, Right, Right, Up, Square.

Zach Shaw
Up, Down, Left, Right, Down, Down, Right, Down, Square.

All Bikes Unlocked
Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square.

Hidden Riders

Mike Diaz
Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square.

Amish Boy
Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square.

Cool FMVs

Ryan Nyquist Movie
Left, Left, Down, Right, Down, Right, Up, Down, Square.

Tim Mirra Movie
Left, Left, Right, Up, Down, Left, Down, Up, Square.

Troy McMurray Movie
Left, Left, Left, Down, Up, Right, Up, Left, Square.

Dave Mirra Movie

Left, Left, Up, Right, Up, Left, Up, Up, Square.

Zach Shaw Movie
Left, Left, Left, Right, Left, Down, Right, Down, Square.

Rick Moliterno Movie
Left, Left, Up, Down, Right, Left, Left, Up, Square.

Leigh Ramsdell Movie
Left, Left, Down, Down, Left, Right, Down, Left, Square.

Scott Wirch Movie
Left, Left, Right, Up, Up, Up, Left, Right, Square.

Colin Mackey Movie
Left, Left, Right, Right, Down, Down, Right, Up, Square.

Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left, Down, Square.

Kenan Harkin Movie
Left, Left, Left, Left, Right, Right, Down, Down, Square.

Mike Laird Movie
Left, Left, Right, Up, Up, Right, Up, Right, Square.

DEUS EX

Cheat Menu

During gameplay, press select to enter the Goals/Notes/Images screen. Now quickly press L2, R2, L1, R1, Start, Start, Start. If done correctly, a "cheats" tab should appear. You now can configure the following options:

- **God Mode** (May need to be re-enabled after loading a new level)
- **Full Health**
- **Full Energy**
- **Full Ammo**
- **Full Mods**
- **All Skills**
- **Full Credits**
- **Tantalus**

DRIVEN

Button Codes

At the main menu enter the following combinations. The sound of and engine will confirm proper entry.

Open All Racers in Story Mode
Down, Left, Up, Right, Right, Up, Down, Left.

All Cars
Up, Down, Right, Right, Left, Up, Up, Down.

All Tracks
Up, Up, left, Down, Left, Right, Right, Up.

DYNASTY WARRIORS 2

Button Codes

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed
Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked In Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema
R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

Every Wu General
Square, Square, R2, R2, R1, R1, Square, Square.

Every Shu General
Square, Square, R1, R1, Square, Square, R2, R2.

Every Wei General
Square, Square, Square, Square, R2, R2, R1, R1.

Side Select in Free Mode
Press and hold Triangle. While holding it, press R1, L1, L2, R2, R1, L1, L2, R2.

BGM Test
L1, L1, L1, R1, R1, R1, L2, R2. Go to the options, choose Sound and access the "BGM Test" option. Now you can listen to the game's background music.

EXTREME G3

Button Codes

At the team select screen enter these codes to enable the following cheats. Codes that are shown with the (+) sign represent buttons being hit simultaneously.

Win Next Race
L1+R1+L2+R2, L2+R2, R1+R2, L1+R1+L2+R2.

Get All Tracks
L1, L1, L2, L2, R2, R2, R1, R1, L1+R1+L2+R2. (Note: this only opens the tracks for Arcade Mode).

Double Prize Money
L1, L2, R2, R1, R1, R2, L2, L1.

Infinite Shields and Turbo
L1+R1, L2+R2, L1+L2, R1+R2. When entered correctly, the message "Cheat Infinite Shield On" will appear. This code will also enable Infinite Turbo.

Infinite Ammo
L2, R2, L1, R1, L2+R2, L1+R1. When entered correctly, the message "Cheat Infinite Ammunition On" will appear.

Extreme Lap Challenge
L1, L2, L1, R1, L1, R2, L1+R1, L2+R2.

FINAL FANTASY X

Air Ship Passwords

Enter the following case-sensitive passwords at the airship.

Find Rikku's Legendary Weapon
GODHAND

Find Rikku's Victorious Armor
VICTORIOUS

Find the Mursame
MURASAME

Secret Place Coordinates

The following coordinates are places you would not ordinarily find your first time through the game. Once you have the Air Ship, talk to Cid, and choose the second option search in the map menu.

Omega Ruins
X: 74 Y: 36

Sanubia Sand Dune
X: 15 Y: 41

Besaid Rainbow Waterfall
X: 31 Y: 73

Yevon Temple
X: 16 Y: 57

Battle Site
X: 42 Y: 57

Mi'ihen Abovewater Ruins
X: 34 Y: 58

Al Bhed Primer Locations

If you haven't found all the primers, here are all of the locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I
On the deck of the Al Bhed salvage ship.

Al Bhed Primer II
Besaid village Crusaders headquarters.

Al Bhed Primer III
Transport ship from Besaid to Kilika in the power room.

Al Bhed Primer IV
Kilika bar.

Al Bhed Primer V
Trasport ship from Kilika to Luca in the control room.

Al Bhed Primer VI
Luca stadium underground floor B.

Al Bhed Primer VII
Luca viewing room, on the counter.

Al Bhed Primer VIII
Mi'ihen road, a gift from Rin.

Al Bhed Primer IX
Mi'ihen road at the new road north.

Al Bhed Primer X
Mushroom Rock road, Cliff area.

Al Bhed Primer XI
Djose Road.

Al Bhed Primer XII
Moonflow, North shore.

Al Bhed Primer XIII
Guadosalam found in a room on the far left.

Al Bhed Primer XIV
Thunder plains as a gift from Rin.

Al Bhed Primer XV
Macalania Forest on the road to the lake.

Al Bhed Primer XVI
Macalania Lake in front of the inn.

Al Bhed Primer XVII
Sanubia Desert central portion left side.

Al Bhed Primer XVIII
Sanubia Desert central portion right side.

Al Bhed Primer XIX
Al Bhed city of Home.

Al Bhed Primer XX
Al Bhed city of Home, residential area.

Al Bhed Primer XXI
Al Bhed city of Home, road area.

Al Bhed Primer XXII
Bevelle Temple.

Al Bhed Primer XXIII
Calm Lands, Northwest area.

Al Bhed Primer XXIV
Remiem Temple.

Al Bhed Primer XXV
Cave under the mountain.

Al Bhed Primer XVI
Omega ruins.

Cactuar Locations

There are total 9 Cactuar that can be found all around the world.

First Cactuar
Oasis Near the first Save point.

Second Cactuar
Sanubia Desert (East) In the alcove to the east, north of the tent with the save point.

Third Cactuar
Sanubia Desert (West). Search the sign near the Cactuar rock that says “20% off&#8221.

Fourth Cactuar
Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert.

Fifth Cactuar
Sanubia Desert (East). Near the save point under the tent.

Sixth Cactuar
Sanubia Desert (West). Trapped in the treasure chest in the far west.

Seventh Cactuar
Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and re-enter the area.

Eight Cactuar
Oasis Teleport back to the airship and go on the outside deck.

Ninth Cactuar
Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRADIUS III AND IV

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss

SPIDER-MAN

At certain parts of the game, you'll face relentless opposition from everywhere. Although your first reaction might be to simply duke it out, you might find yourself getting pummeled from behind—and your health depleting rapidly. Here are a few effective ways to hold your ground.

1) Use a web dome. It's a silly name for a cool device, and it takes out a good chunk of your web supply, but if you have enough, this'll clear out the malcontent rather quickly—at least for a couple seconds.

2) Combo it up. While some combos are more effective than others, certain ones can basically clear out anyone in the vicinity. A few favorites: Tackle, Handspring and Haymaker.

3) If the ceiling is high, hang out on top and yank away at enemies (L2 + X) until they bite it. It takes a while and you won't get much in terms of Style points, but it sure is effective.

4) Again, in rooms with high ceilings (the Warehouse is a prime example), it's a good idea to crawl along the ceiling until you see throwable objects below you. Fall straight down and toss away!

GARM99
Sickly Garm
GARM00
Sumner
SUM224
Sky General
SKY100
Mountain General
MTN200
Town General
TWN300
Castle General
CAS400
Ice General
ICE600
Desert General
DES700
Battle General
BAT900

NASCAR Heat 2002

Enter these codes at the main menu screen. When entered properly the options on the screen will scroll off to the left anfd then back in to view.

Hardcore Realism Mode
Up, Down, Left, Right, White, Up, Down.

High Suspension
Up, Down, Left, Right, White, Left, Right.

Mini Cars
Up, Down, Left, Right, White, Down, Up.

Wire Frame Cars
Up, Down, Left, Right, White, Right, Left.

View Credits
Up, Down, Left, Right, White, Left(2).

Race as Richard Petty
Successfully complete all heat challenges with a bronze or higher rating to unlock Richard Petty.

NASCAR THUNDER 20002

Driver Codes
Enter any of the following Fantasy Driver names at the create a driver screen to unlock them in Career Mode.

Joey Joulwan
Michelle Emser
Audrey Clark
Dave Alpern
Benny Persons
Troi Hayes
Buster Auton
Chuck Spicer
Crissy Hillworth
Daryl Wolfe
Dave Nichols
Diane Grubb
Jim Hannigan
Dick Paysor
Josh Neelon
Katrina Goode
Kristi Jones
Mandy Misiak
Rick Edwards
Rick Humphrey

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of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to do it multiple times in the next level.

Double Weapon Power-Up
In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, Square, Triangle.

Laser Weapon Power-Up
In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

Hidden Modes in Gradius III
Cube Attack Appears in Extra Mode: Reach Stage 9.

First Gradius Stages Appear in Extra Mode
Get hit with a bullet from the boss of Stage 10.

Extra Edit Appears in Extra Mode
Complete the entire game once.

More Weapons
Complete game in Extra Edit.
Hidden Modes in Gradius IV:

Boss Rush Mode
Complete the entire game once.

Stage Select
Complete the entire game without using a Continue.

Full Power-Up in Gradius IV
In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Press START to unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

GRAND THEFT AUTO 3

Button Codes
Enter these codes at any time while playing your game.

Clear Weather
L1, L2, R1, R2, R2, R1, L2, Triangle.
Foggy Weather
L1, L2, R1, R2, R2, R1, L2, X.
Cloudy Weather
L1, L2, R1, R2, R2, R1, L2, Square.
Rainy Weather
L1, L2, R1, R2, R2, R1, L2, Circle.
Faster Clock
Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle.
Tank Unlocked
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle.
Lower Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.
Higher Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.
Great Handling Car
R1, L1, R2, L1, Left, R1, R1, Triangle.
Pedestrians Fight Each Other
Down, Up, Left, Up, X, R1, R2, L2, L1.
Pedestrians All Hate You
Down, Up, Left, Up, X, R1, R2, L1, L2.
Crazy Pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down.
Wear Different Outfits
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right.

GUANTLET: DARK LEGACY

Password Codes
When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability
INVULN
Infinite Supershot
SSHOTS
Nine Potions and Keys in Each Level
ALLFUL
Full Turbo
PURPLE
Pojo the Chicken
EGG911
Reflective Shot
REFLEX
Growth and Shrink Enemy
DELTA1
$10,000 Gold in Each Level
10000K
Invisibility
000000
Extra Speed
XSPEED
Rapid Fire
QCKSHT
X-Ray Glasses
PEEKIN
3-Way Shot
MENAGE
Waitress
KAO292
Karate Guy
SJB964
Cheerleader:
CEL721
Ratface Knight
RAT333
Smiley Face
STX222
Garm
GARM99
Sumner
SUM224
General
ICE600
S&M Dwarf
NUD069
Chainsaw Guy
KJH105
Sky General
SKY100
Castle General
CAS400
Punkrocker
PNK666
Battle General
BAT900
Ninja
TAK118
Desert General
DES700
Chris
CSS222
Football Player
RIZ721
School Girl
AYA555
Mike:
DIB626
Guy with Mace
ARV984
Town General
TWN300
Mountain General
MTN200
Sick Garm
GARM00
Stig
STG333

HALF LIFE

Button Codes
Enter any of the following button codes on the Cheats menu.

Slow Motion
Right, Square, Up, Triangle, Right, Square, Up, Triangle.
Maxed Ammo
Down, X, Left, Circle, Down, X, Left, Circle.
Alternate Gravity
Up, Triangle, Down, X, Up, Triangle, Down, X.
Invincible
Left, Square, Up, Triangle, Right, Circle, Down, X.
Invisible
Left, Square, Right, Circle, Left, Square, Right, Circle.
Alien Mode
Up, Triangle, Up, Triangle, Up, Triangle, Up, Triangle.

HIGH HEAT 2003

Ball Cannon and Game State Menus
These menus allow you to create any type of hit or out (except a strike out) for the next batter up. You can also tweak the game situation by changing the score, inning, number of outs, wind velocity, etc. At the pause menu (Pausing during a pitch or hit will not access the pause menu, only a simple pause screen. This code will not work if you try to enter it anywhere else except the pause menu) hit Square, Square, Circle, Circle, L1, R1, and you should hear a man's voice laughing. Now hold L1+R1+L2+R2 to gain access to the Ball Cannon and Game State.

JEREMY MCGRATH'S SUPERCROSS WORLD

Button Codes
At the main menu you can enter one of the following codes.

Unlimited Turbo
R2, L1, Square, Circle, Circle, Circle.
Moon Gravity
Up, Up, Up, Up, R1, Square, Circle.
Unlock the Bikes
Beat the hardcore part of Career Mode.

MAX PAYNE

Button Codes
Pause the game at any point and enter these codes.

Invulnerability
L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: invulnerability doesn't always stay on.Watch your health after an auto save).
All Weapons, Full Ammo and 8 Painkillers
L1, L2, R1, R2, Triangle, Circle, X, Square.
Unlock Every Level
To unlock all levels, play through subway A1 then return to the main menu via soft reset (hold START and hit SELECT). Enter the following button combination Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose anyone of them in the load levels selection. choose continue and load away.

METAL GEAR SOLID 2: S.O.L (TRIAL EDITION)

In the Metal Gear Solid 2 demo that comes with Zone

of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.

Full View of Bridge

On the title screen, use the Right Analog Stick to move the screen for full panoramic view of the George Washington Bridge.

CODEC Fun

When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.

Adult Humor

These tidbits have to do with the posters in the locker room. Open up either of the two lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle the poster. You will alert the guards! Another thing you can do is to have Snake face the poster and press R1 for first person mode. While holding R1, press the SELECT button and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club. Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle!

NASCAR HEAT 2002

Throw Tires

On the main screen, choose the Single Race and then choose your driver and track. When the Race Day screen appears, press Up, Down, Left, Right, R1, Up, Up. You will automatically be taken to the race. During the race, press Up on the D-pad to launch a tire at the cars in front of you. There's no telling what kind of havoc you'll cause once you have this code enabled!

Clean Replay Screen

On the main menu, press Up, Down, Left, Right, R1, Down, Up. When you are watching a replay of your laps, press the Circle button for a clean screen, with no boxes or text.

Hardcore Realism

On the main screen, press Up, Down, Left, Right, R1, Up, Down. Choose the Single Race and then choose your driver and track. When the Race Day screen appears, access the Setup option. Go to the Realism setting and scroll over until you see "Hardcore."

NBA HOOPZ

Button Codes

On the "Tonight's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Show Shot Percentage
0-1-1 Down
Beach Court
0-2-3 Left
Show Hotspot
1-1-0 Down
No Fouls (Player Two Must Agree)
2-2-2 Right
Away Uniform
0-2-4 Right
No Hotspots (Player Two Must Agree)
3-0-1 Up
Big Heads
3-0-0 Right
Tiny Heads
3-3-0 Left
Infinite Turbo
3-1-2 Up
Street Court
3-2-0 Left
Home Uniform
0-1-4 Right
ABA Ball
1-1-1 Right
Tiny Players
5-4-3 Left
Granny Shots
1-2-1 Left
No Goaltending
4-4-4 Left

NBA INSIDE DRIVE 2002

Various Cheats

Enter the following codes at the options menu.

Red, White and Blue Basketball
OLDSCHOOL!
WNBA Ball Activated
GOTGAME
Chicago Skyline Court
WINDYCITY
Soccer Ball
HOOLIGAN
Infinite Turbo
CARDIOMAN

NBA STREET

Button Codes

On the "Enter Cheats" screen, change the four basketballs into other symbols by pressing the buttons the number of times shown, and then press Down on the D-pad. For example, 4,1,3,2, Down would be Square four times, Triangle one time, Circle three times, X two times and then Down on the D-pad.

Summertime Joe "The Show"
1,0,0,1, Down.
Athletic Joe "The Show"
1,2,0,1, Down.
Springtime Joe "The Show"
1,1,0,1, Down.
Player Names
0,1,2,3, Down.
Less Gamebreakers
1,3,4,2, Down.
More Gamebreakers
1,4,3,2, Down.
No Gamebreakers
1,4,4,2, Down.
No Dunks
3,0,1,2, Down.
Mega Dunking
3,0,1,0, Down.
Explosive Rims
1,2,4,0, Down.
No HUD Display
1,4,1,2, Down.
Casual Uniforms
1,1,0,0, Down.
Authentic Uniforms
0,0,1,1, Down.
Unlimited Turbo
2,0,3,0, Down.
Harder Distance Shots
2,2,3,0, Down.
No Juice
1,4,4,3, Down.
No Auto Replays
1,2,1,1, Down.
Captain Quicks
3,0,2,1, Down.
NuFX Ball
0,1,3,0, Down.
Beach Ball
0,1,1,2, Down.
Volleyball
0,1,1,4, Down.
EA Big Ball
0,1,4,0, Down.
ABA Ball
0,1,1,0, Down.
Medicine Ball
0,1,1,3, Down.
WNBA Ball
0,1,2,0, Down.
Soccer Ball
0,2,1,0, Down.
No Cheats
1,1,1,1, Down.

NCAA FOOTBAL 2002

Create a Super Player

On the main screen, enter the options. Choose the Rosters option. Create a player for the game and then save him to a memory card. Then scroll to the right and choose the Edit Player option. Find your created player and choose him. Now move over to the Speed category and press X. On the "Edit" screen, move down to the Ratings category and press X again. You can now boost up your player's ratings to 99 in each category, giving you the ability to create a super player!

NFL BLITZ 20-02

Passwords

Earn new skins for your team by entering the following character names and pin numbers in the exhibition mode. (Note: Names are entered separately from pin numbers.)

Cowboys	
COWBOY	1996
Indians	
INDIAN	1992
Silver Robots	
ROBOTS	1970
Red Robots	
RobotR	1974
Clowns	
CLOWN	1974
Dolphins	
DOLPHIN	1972
Fat Players	
RBL-DBN	9669
Vikings	
VIKING	1977
Bears	
BEAR	1985
Eagles	
EAGLE	1981
Horses	
HORSE	1999
Lions	
LION	1963
Pinto	
PINTO	1966
Pirates	
PIRATE	2001
Rams	

PS2

MEDAL OF HONOR FRONTLINE

Stay Low, Soldier!

You've gotta crawl before you can walk, and *Frontline* proves it over and over. If you're in a hurry to get someplace, don't be. Rarely will you need to rush through a mission, so get used to the idea of taking your time. If you're out in the open (like in Omaha), then run to spots. But on most levels, you're going to be a tougher target if you're on your belly.

Grenade First, Think Second

Let your grenade do the recon for you. But don't just throw it. If you do that, the enemy will just throw it back and light you up like a firecracker. The key is to pull the pin, then throw it. The longer you hold onto it, though, the more chance you'll lose that right hand.

Machine-gun Bunkers

You only have to be told once to fear the machine-gun bunkers. Those guns are lively and spray about 1,000 bullets a minute. The key is to pull out a sniper rifle, get low and far away, and take out whoever is manning the bunker. Expect others to man the bunkers right away. Fix on the bunker, then wait a second before you start your heroic charge.

Sniping with the Pistol

***A trick for the patient:* You've locked onto your target from a distance with your sniper rifle, but you're low on bullets. Here's a trick that could keep you heavy on sniper rounds and low on worthless pistol candy.**

Once you've lined up the shot with the sniper rifle, switch to your pistol. Your site will remain lined up and you can fire off a series of rounds. Sometimes it'll take down the man, sometimes it won't. If you reload, you'll have to readjust your sites.

XBOX

Sasha Soares
Scott Brewer
Cheryl King
Tom Renedo
Traci Hultzapple
Ken Patterson

Extra Tracks

Boca Chica
Finish first in the points in the Road Course Challenge.

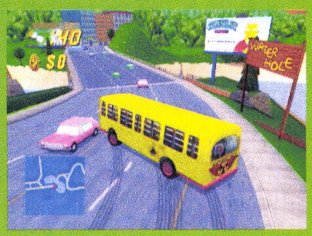
Devil's Canyon
Finish first in the points in the Short Track Challenge.

Cocoa Beach
Finish first in the points in the Superspeedway Shootout.

Albuquerque
Finish first in the points in the Full Season.

Bonus Drivers
Every time you successfully complete season mode two bonus drivers are unlocked. Complete season mode eight times to unlock all drivers.

Championship FMV
Successfully complete season mode 1 thru 8 times to unlock a championship win video that corresponds to that number of wins.



SIMPSON'S ROAD RAGE

Bonus Goodies
Enter the following button combinations at the Options Menu. If you enter in a code correctly, you will hear a beep. (Note: Codes must be re-entered if you quit your current game and start over.)

Extra Cams
Hold L+R and press B, B, B, B.

2D Characters
Hold L+R and press X, X, X, X.

Night Time
Hold L+R and press A, A, A, A.

Debug Mode
Hold L+R and press B, B, A, A. While playing, the

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RAM	2000

Tigers

TIGER	1977

Clown

MADISON	1220

Deer

DEER	1997

Versus Screen Codes

See Further (both players have to agree)
0, 2, 1, Right.
Big Heads
2, 0, 0, Right.
Huge Heads
1, 4, 5, Left.
Team Big Heads
2, 0, 3, Right.
Always Receiver
2, 2, 2, Right.
Rain
5, 5, 5, Right.
Clear
1, 2, 3, Right.
Hidden Audibles
3, 4, 0, Right.
Team Midway
2, 5, 3, Right.
Crunch Mode
4, 0, 3, Right.
Armageddon
5, 4, 3, Right.
Rollos
2, 5, 4, Up.
No Fumbles (both players have to agree)
5, 2, 3, Down.
No Target on Receiver
3, 2, 1, Down.
Ground Fog
2, 3, 2, Dwon.
Extra Plays for Offense
3, 3, 3, Down.
No CPU Assists (both have players have to agree)
0, 1, 2, Down.
Smart CPU Teamates
3, 1, 4, Down.
Tourney Mode in 2-player Game
1, 1, 1, Down.
Chrome Ball
0, 3, 0, Down.
Brew Dawgs
4, 3, 2, Down.
Neo Tokyo
3, 4, 4, Down.

NHL HITZ 20-02

Super Codes
On the VS. screen, use the Square, Triangle and Circle buttons to switch the icons beneath the teams on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad in the indicated direction to enable the code. You will see the name of the code and hear a sound. More then one code may be activated per game; just make sure you enter them quick enough. For example, to enter 4, 2, 3, Right, press Square four times, Triangle two times, Circle three times and then press Right on the D-pad.
Show Shot Speed
1,0,1 Up
Rain Mode
1,4,1 Left
Tennis Ball
1,3,2 Down
Hitz Time
1,0,4 Right
First to 7 Wins
3,2,3 Left
No Puck Out of Play
1,1,1 Down
Pinball Boards
4,2,3 Right
Domino Effect
0,1,2 Right
No Fake Shots
4,2,4 Down
Big Head Player
2,0,0 Right
Big Puck
1,2,1 Up
Huge Head Team
3,3,0 Left
Big Head Team
2,2,0 Left
Huge Puck
3,2,1 Up
Huge Head Player
3,0,0 Right
No Crowd
2,1,0 Right
Input More Codes
3,3,3 Right
Show Team's Hot Spot
2,0,1 Up
Late Hits
3,2,1 Down
Turbo Boost
0,0,2 Up
Ignore Last Code
0,1,0 Down
Bulldozer Puck
2,1,2 Left
Win Fights for Goals
2,0,2 Left
No One Times
2,1,3 Left
Infinite Turbo
4,1,3 Right
Snow Mode
1,2,1 Left
Always Big Hits
2,3,4 Down

SILENT SCOPE 2: DARK SILHOUTTE

Extra 5 Seconds
In the middle of the game, press START to pause. Then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Once you have entered the code, the clock will gain 5 seconds, but one of your lives will go down by half.

Extra Half Life
In the middle of the game, press START to pause. Then press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. Once you enter the code, one of your lives will increase by half, but your time will go down by 5 seconds.

SMUGGLER'S RUN

Button Codes
In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.
Speed Increase
R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.
Speed Decrease
R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.
Half Gravity
L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.
Zero Gravity Traffic
R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.
Invisible Off-Road Vehicles
R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are.)

SMUGGLER'S RUN 2

Button Codes
First pause your game, then enter any of the following codes.
More Time Warp
R1, L1, L2, R2, Right, Right, Right
Less Time Warp
R2, L2, L1, R1, Left, Left, Left
Get Invisibility
R1, L1, L1, R2, L1, L1, L2
Get Rid of Gravity
R1, R2, R1, R2, Up, Up, Up
Get Light Cars
L1, R1, R1, L2, R2, R2

SOLDIER OF FORTUNE

Button Codes
Hit the SELECT button during gameplay to bring up the "Objective" screen, then enter the following button combinations. If entered correctly, the text describing the cheat will appear in the top-left corner of the screen. To disable the trick, just re-enter the code. Note: These codes do not work on Unfair or Hard difficulties.
Unlimited Ammo
Hold R1 + Square and press Left on the D-pad.
Invincibility
Hold R1 + L1 + L2 + R2 + Square and press Left on the D-pad.
Super Weapons
Hold R2 + L2 + Square and press Left on the D-pad.
No Target
Hold L2 + R2 + Square and press Left on the D-Pad.
Melee Weapons
Hold L1 + R1 + Square and press Left.
No Clipping
Hold L1 + L2 + R1+ Square and press Left.

SSX

Button Codes
On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.
Unlock Everything
Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)
All Attribute Points
Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.
Crazy Runners
Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.
Unlimited Hints

Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR WARS: STARFIGHTER

Password Codes

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

Unlock All Levels
OVERSEER (This will give you everything except the bonus multiplayer missions).
Bonus Multiplayer Missions
ANDREW
Secret Ship for Bonus Missions
BLUESNF
Disable Cockpit Display
NOHUD
Ship and Cast Pics
HEROES
Pre-production Art
PLANETS
Pictures of Simon
SIMON
Development Team Pics
TEAM
View Credits
CREDITS
Invincible Mode
MINIME
Jar Jar Mode
JARJAR (This will reverse your ship's controls.)
Director Mode
DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)
Christmas FMV
WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STAR WARS: SUPER BOMBAD RACING

Button Codes

Enter the following codes on the main menu screen.

Boba Fett
Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose on the racer selection screen.
AAT Battle Tank
Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the racer selection screen.
Speed Start: Press and hold X+R2 immediately before the final race light appears.
Super Speedy Mode
L1, L1, L1, L1, R2, Square.
Super Arena Mode
Up, Up, Down, Down, Left, Right, Left.
Grrl Power Enabled: Down, SELECT, Up, SELECT, Left, Right, SELECT.
Jawa Language
SELECT, SELECT, SELECT, Square.
Battle Droid Language
SELECT, SELECT, SELECT, Up.
German Language
SELECT, SELECT, SELECT, L1.
Spanish Language
SELECT, SELECT, SELECT, R1.
French Language
SELECT, SELECT, SELECT, R2.
Italian Language
SELECT, SELECT, SELECT, L2.
English Language
SELECT, SELECT, SELECT, Circle.
Slip 'N Slide Mode
Left, Right, Square, Circle, L1, L2.
Backward Racers
L2, L2, L2, L2, Circle, SELECT.
Super Spinning Mode
Up, Left, Down, Right, Left, Up, Down.
Super Honk
Circle, Circle, Circle, Circle, L2, SELECT.
Death Star Power-up
R1, R1, R1, R1, Up, Left.
Infinite Boost
L1, R2, L2, R2.
Unlock Space Freighter Arena
L1, R1, SELECT, Circle.
All Racers Are Shaak
Up, Right, Down, Left, SELECT.
All Racers Are Kaadu
L1, R1, L2, R2.

TEKKEN TAG TOURNAMENT

Begin with Tag Partner

If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.
New Armor King Costume: Beat Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

Tekken Bowl

Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Jukebox

Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

TIGER WOODS PGA TOUR 2002

Unlock the Pros

Beat the following golfers in Tiger Challenge to unlock each of them.

Justin Leonard
Solita Lopez
Colin Montgomery
Kellie Newman
Jesper Parnevik
Vijay Singh
Moa "Big Mo" Ta'a Vatu
Melvin "Yosh" Tanigawa
Erika "Ice" von Severin
Super Tiger Woods
Cedric "Ace" Andrews
Stuart Appleby
Notah Begay III
Brad Faxon
Jim Furyk
Lee Janzen

Trophies and Cash

Long Distance Drive and $1000
350+ yard drive.
Long Putt Plus and $1000
Sink a 55+ foot putt.
Fairway Challenge and $2500
Hit all fairways in a round.
GIR Challenge and $2500
Hit all greens in regulation.
Pin Seeker and $5000
Hit the pin.
Aces Wild and $25,000
A hole in one.
One Time and $2,500
Reach a par 5 green in one.
Low Round and $10,000
Shoot under 60 in a round.
Birdie Streak and $10,000
Six birdies in a row.
Birdie Buster and $25,000
12+ birdies in a row.
Back-to-Back and $50,000
Two Eagles in a row.
Top of the Tournaments and $150,000
1st Place in all tournaments.
Eagle Extravaganza and $50,000
Four eagles in a round.
Scenario Challenge and $150,000
Complete all scenarios.
Tiger Challenge Completion and $250,000
Complete the Tiger Challenge.
Eagle Hunt and $1,000,000
Eagle every par 5 in the game.

Various Cheats

Enter these codes at the password screen.

Super Tiger Woods
2TREPUS01S
All Courses
2TREPUS01S
Unlock Everything
2TREPUS01S

TONY HAWK'S PRO SKATER 3

Backdoor Codes

Go to the main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear sound indicating if you've entered it correctly. Now start a new game and pause once gameplay has started. There will be a new option between called Cheats available. Select it to open a cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X Button.

TWISTED METAL: BLACK

Button Codes

In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability
Up, Down, Left, Right, Right, Left, Down, Up.
God Mode
Up, X, Left, Circle.
Killer Weapons
X, X, Up.
Mega Guns
X, X, Triangle.
Weapons for Health
Triangle, X, Square, Circle.

UNREAL TOURNAMENT

Button Codes

In the middle of the game, press START to pause, then key in the button sequences.

Invincibility
Square, Circle, Left, Right, Circle, Square.
Level Skip
Up, Down, Left, Right, Right, Left, Circle.
999 Ammo
Left, Right, Circle, Circle, Circle, Right, Left.

Level Select

In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.

Stealth Mutator

From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.

Fatboy Mutator

From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

VIRTUA FIGHTER 4

Created Character Tricks

The following tricks can only be done with a "created character." To create a character, choose "Data Files" from the main menu and pick "New Player." From the New Player menu, create an "AI" file and then save.

VF1 Models
In order to get character models styled after the first Virtua Fighter game, have a created fighter reach at least the first "Dan" ranking. Next, select that fighter, then hold Punch and Kick until the match begins.
Classic Victory Poses
Have a created fighter reach the second "Dan" rank. Hold Punch, Kick and Guard during the replay after winning to see the classic pose from the first Virtua Fighter game.
Classic Victory Poses, Part 2
Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.
Bonus Stages for VS. Mode
Unlock the following bonus stages by reaching the corresponding rank level with a created character.
Training Stage 1
First Dan ranking
Training Stage 2
Fifth Dan rank
Training Stage 3
Monarch rank
Play as Dural in VS. Mode
Defeat Dural in Kumite mode with a created fighter.

ZONE OF THE ENDERS

Health and Ammo

In the middle of the game, press START to pause. Then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammunition will be refilled. The consequence of this trick is that your level will decrease each time you enter the code.

Versus

On the title screen (where it says, "Press Start Button"), press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. You will hear a sound to confirm that the code was entered correctly. Now press START and scroll through the main menu options until you reach "Versus." Choose this option to fight a one-on-one battle with the computer or a second player.

XBOX

level will be filled with all sorts of red, green, and blue shapes (collision lines).

Slow-Motion Cars
Hold L+R and press Y, Y, Y, Y. All the cars except for the buses will be moving slower than normal.

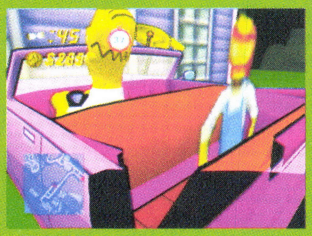
Stop-Watch Mode
Hold L+R and press A, B, Y, X. In this mode there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stop-watch reads zero.

Unlock Red Box Car
Hold L+R and press B, B, Y, X.

Unlock Nuclear Bus
Hold L+R and press B, B, Y, A.

Unlock Smithers
Hold L+R and press A, B, Y, X.

Unlockable Characters
You can unlock the holiday characters one of two ways. Either enter a button code at the Options Menu like you did for the other cheats, or change your XBOX's system clock to the appropriate date.



UFC TAPOUT

Unlockable Characters

Bruce Buffer
Win UFC mode with all characters.

John McCarthy
Win UFC mode with Bruce Buffer.

Mario Yamasaki
Win UFC mode with John McCarthy.

The Cat
Win four consecutive matches in Arcade mode.

Femme Fatale
Win eight consecutive matches in Arcade mode.

Ice-T
Win 16 consecutive matches in Arcade mode.

Mask
Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play As Fred Durst
Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

GAME BOY ADVANCE

ALIENATORS: EVOLUTION CONTINUES

Level Passwords
Enter these level passwords to jump ahead in the game.

Level 2
MDKMZKCC
Level 3
BHSZSKTC
Level 4
ZKTSHKMC
Level 5
JLPFDKHB
Level 6
HMDBRKCB
Level 7
GLDKLKZB
Level 8
GLPKLKRB
Level 9
GLDJBKKF
Level 10
GLPJBKFF
Level 11
GLDKBKZF
Level 12
GLPKBKRF

ARMY MEN ADVANCE

Access All Levels
From the main menu, access the "Password" option. Now, put in this sequence of letters as shown: NQRDGTPB. You now are able to access any level in the game.

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode
Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode
Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode
Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode
Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

DOOM GBA

Button Codes
To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.

All Weapons, Items, Keys
A, B, B, A, A, A, A, A.

Radiation Suit
B, B, A, A, A, A, A, A.

Invincibility
B, B, B, A, A, A, A, A.

God Mode
A, A, B, A, A, A, A, A.

Computer Map
B, A, A, A, A, A, A, A.

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).

Berserk Mode
B, A, B, A, A, A, A, A.

ECKS VS. SEVER

Ecks Level Passwords

Level 2
EXTREM
Level 3
EXCITE
Level 4
EXCAVATE
Level 5
EXCALIBUR
Level 6
EXTORT
Level 7
EXPIRE
Level 8
EXACT
Level 9
EXHALE
Level 10
EXHUME
Level 11
EXONERATE
Level 12
EXPEL

Sever Level Passwords

Level 2
SEVERE
Level 3
SURVIVE
Level 4
SAVANT
Level 5
SUFFER
Level 6
SULPHER
Level 7
SERVE
Level 8
SEETHE
Level 9
SEVERAL
Level 10
SEVERANCE
Level 11
SAVAGE
Level 12
SACROSANCT

FINAL FIGHT ONE

Unlocking Secrets
On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit" and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50
Alpha Guy
200
9 Lives
500
Alpha Cody
800
Stage Select
1,300
Color Change
2,000
Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next" and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GT ADVANCE: CHAMPIONSHIP RACING

Button Codes
On the title screen, press and hold the L-Shift+R-Shift buttons, then enter pme pf the codes below. You'll hear a sound if you entered the trick correctly.

Extra 1
Hold Right and press B.
Extra 2
Hold Left and press B.
Ending Credits
Hold Up and press B.

GT ADVANCE

All Cars Available
On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack and Practice mode will open.

Every Track Open
On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open.

All Tune-Ups Available
On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack and Practice mode will be open.

IRIDION 3D

Level and Boss Select
On the title screen, move down until you access the "Password" option. On the password screen, put in the following codes (Make sure to include the * symbols at the beginning and end of the passwords). First, enter *S3L3CTON* and when you are taken back to the title screen, enter the Password option again and put in *SHOWT1M3* for the second password. You will be automatically taken to the "Options" screen. The Last two options will be "Start Level" and "Start at Boss." From here you can start at the beginning of any level,

VIRTUA FIGHTER 4

WHO DO I PICK?

Picking the right character is the first decision you'll make that will affect how well you progress. To make sure you don't mess up, follow this advice.

BEGINNERS

If you're new to either Virtua Fighter or fighting games in general, you'll need someone who's a good all-arounder and who's not too complicated to get used to. Many of the characters only become more devastating when you've mastered some of their crazier moves.

LAU
Fast, decent combos, good power.

PAI
Fast, good array of moves, good defensive abilities.

SARAH
Good kicks, fast but short-range punches, easy to create combos.

JACKY
Fast, strong punches and kicks, fast sweeps, decent defense.

INTERMEDIATE

Once you've discovered that the Training Mode can actually make you play better (it's really worth investing some time with it) you'll want to try some of the flashier stuff. In order to get some bang for your newly confident buck, try:

LEI-FEI
Lei-Fei's combos are great if you can figure them out. Constantly changing stances make it hard for opponents to anticipate where he'll hit next.

LION
Lion's low attacks hit generally mid to low, which is great for taking people out of defensive stances. Lion is also good at throwing, and at keeping his opponents at a distance.

Kage is the fastest fighter there is

AOI
A great defensive player, Aoi is probably the third or fourth fastest character in the game, which lets her chain attacks rather well. She has fast sweeps and good kicks.

VANESSA
Vanessa's dual Muy Thai stances keep opponents guessing, and her brutal punches and kicks are very effective. She also has some long-distance attacks, along with great Throw moves and defensive options.

EXPERTS

Some characters just feel like they're not actually doing anything worthwhile at first, and you soon realize that you need to be able to pull off chains of combos in order to achieve the best effects. This takes a lot of time to get used to, but once you're more confident, try:

SHUN-DI
Trying to anticipate where this drunk is going to come from next is a pain. His low-to-the-ground game and small size make it hard to land a significant hit on him. Shun-Di is definitely hard to master.

JEFFRY
This powerful character can devastate you in a few short moves, but his limited repertoire makes him easy to predict. Fast players can take him. You must mix his attacks and play a smart defensive game to succeed. He's good at turtling.

AKIRA
The short range and predictability of his attacks make him easy to negate. Even though he's not the fastest character, his moves are super fast. If you manage to open a space in your opponent's defense, you can just crack that can of whoop-ass open on half your opponent's lifebar. Shoulder, Shoulder, Stun Palm, Pounce, repeat.

WOLF
Although he's very similar to Jeffry, Wolf's moves have a little more fluidity, making him, in our opinion, more fun to use. Plus, his attacks are quick for a big guy, and more diverse than Jeffry's.

KAGE
The fastest character in the game, Kage has a crapload of moves. Knowing how to use them is another matter entirely. Great defense and an unpredictable offense make Kage an awesome character in the hands of a master.

KUMITE CONSIDERATION

VF4 has the best single-player mode in a fighting game ever. The mode is called Kumite (koo-mih-tay) and what it does is let you personalize/customize a character and put it to the test against a mind-numbingly deep phalanx of fighters whose skills range from "weak ass" to "insane."

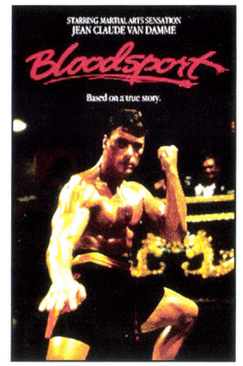
The drill is pretty basic. Pick a fighter and give him a name. Then take your fighter (a PS2 memory card can hold a dozen, no sweat) in Kumite mode and fight, fight, fight. When you enter a ranking match (and win), you'll earn accessories to customize your fighter with. More than 25 different rankings await. Which are you?

The first 10 rankings are 10th through 1st Kyu (levels), in descending order. When you reach 1st Kyu, the next level up is 1st Dan. From there, the rankings ascend from 1st to 10th Dan. After you reach 10th Dan, the rankings escalate into some hardcore sounding titles such as Hero, Champion, Vanquisher and more.

Each set of seven Orbs (four sets in total) offer even more rare Kumite items (such as masks and wigs). You'll want to earn all four sets, as a highly ranked character definitely looks the part. (If Kumite is too tough, try out the comprehensive Training Mode. If you pass every trial, you get this fancy trophy! Now get crackin'!)

Scattered throughout *VF4*'s Kumite Mode are seven bosses, each of which holds one of seven mystical Orbs. Don't expect to snatch those Orbs away from them so easily, though; they all boast crazy win-loss records (think 9,000-plus wins against 10 losses) designed to test even the most skilled VF veterans.

Jean-Claude Van Damme, is no stranger to the Kumite. In one of 1988's finest films, he portrays the delightful Frank Dux, martial arts sensation.



DISGRACE ITEMS

To get a disgrace item, your character has to be Third Dan or above. You can get and remove the disgrace items in Versus Mode.

Akira

Blue Rabbit on Left Shoulder
How did I get it? You lost 10 matches in a row, wimp.
How do I remove it? Win three matches in a row.

Brown Squirrel on Left Shoulder
How did I get it? You kept getting hit by an opponent's evade attacks. Pay attention!
How do I remove it? Guess what? Try not getting hit by an evade attack and win a match.

Pai

Huge Green Frog Mask
How did I get it? You lost 10, yes 10 matches in a row.
How do I remove it? Win two matches in a row. Easy.

Huge Panda Mask
How did I get it? You kept getting hit by an opponent's evade attacks.
How do I remove it? Win a match without getting hit by an evade attack.

Lau

Huge Face Mask
How did I get it? You lost 10 matches in a row.
How do I remove it? Win two matches in a row.

Big China Bowl
How did I get it? You keep guarding against opponent's attacks or you lost while avoiding.
How do I remove it? At least half of your attacks must hit the target and win the match.

Wolf

Party Hat with Funny Nose Spectacles
How did I get it? You keep getting side-thrown by your opponent.
How do I remove it? Escape from throws twice or more and win the match.

Semi-transparent Old Man Mask
How did I get it? You lost 10 matches in a row.
How do I remove it? Win two matches in a row.

Jeffry

Skull Mask
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.

Bald Head
How did I get it? Opponent escapes your catches six times or more in a match.
How do I remove it? Perform catch five times, two or more of which your opponent doesn't escape, and win the match.

Kage

Brown Squirrel on Right Shoulder
How did I get it? You lost five matches in a row.
How do I remove it? Win two matches in a row.

Blue Rabbit on Right Shoulder
How did I get it? You failed to perform Ukemi (where you recover from Throws) 15 times in a row. Wow. That's pretty bad.
How do I remove it? Perform Ukemi (recovery) for twice the number of rounds or above and win the match.

Sarah

Big-Eyed Spectacles
How did I get them? Lost 10 matches in a row.
How do I remove them? Win two in a row.

Jacky

Big Nose and Mustache Spectacles
How did I get them? Lost 10 in a row.
How do I remove them? Win two in a row.

Baby Cap and Pacifier
How did I get them? Lose by ring out for all rounds continuously for two matches.
How do I remove them? Win by ring-out.

Shun-Di

Huge Chinese Girl Face Mask
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.

Silly Face Mask
How did I get it? Lost by ring out for all rounds for two matches.
How do I remove it? Win by a ring out.

Lion

Big Green Mantis Mask
How did I get it? Get hit by s ducking punch for 10 times the number of the round.
How do I remove it? Do not get hit by the opponent's attacks for nine times the number of rounds, and win the match.

Eiffel Tower Helmet
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.

Aoi

Cat Mask with Ears and Nose
How did I get it? Lost 10 matches in a row.
How do I remove it? Win two in a row.

Ribbon with Red Spiral Paint on Cheeks
How did I get it? You keep getting countered by your opponent.
How do I remove it? Don't anymore.

VANESSA

Horse Head Hat
How did I get it? You lost 10 matches in a row.
How do I remove it? Win two matches in a row.

Goalie Mask
How did I get it? You keep getting hit by your opponent's attacks. Actually you were hit 15 times the number of the round.
How do I remove it? Do not get hit by the opponent's attacks for 15 times the number of the round, and win the match.

LEI-FEI

Huge Pig Head Mask
How did I get it? Lost 10 matches in a row.
How do I remove it? Guess what? Win two matches in a row.

Elephant Mask
How did I get it? You keep getting hit by your opponent's attacks and lose.
How do I remove it? D'uh. Don't get hit by your opponent's attacks any more. Actually avoid 10 times the number of the round.

VIRTUA FIGHTER 4

Mastering *Virtua Fighter 4* is going to take you a long time, and you're going to need to make use of everything that the game offers from the Training Mode to Kumite to ensure that you become a master. What we bring you here is the collected wisdom from folks who have been playing the game for the last couple of months.

Start out by learning one fast character and one slow/strong character really well. This will give you greater latitude in confronting opponents who favor one character or are defeating your primary character with ease.

After learning your character's basic moves, the first thing you should do is piece together offensive, defensive, close-range and long-range playing styles. Figure out which moves keep your opponent at bay, and which ones keep him guarding. Then switch up between the different styles during the match to keep your opponent guessing.

Mix up attack heights.

Mix it Up

- Know your character's attack ranges. The last thing you want is to be repeatedly making the mistake of attacking and missing.
- Use the low punch to interrupt your enemy's attacks. This will shift the flow of the fight and put you on the offensive.
- Familiarize yourself with the mid-attacks. Mid-attacks will hit a crouching opponent. Attack low to get your enemy to crouch, then go into a mid-attack to stagger or bring him down.
- Switch up between different attack heights to keep the enemy guessing.
- Throw out a couple of predictable patterns that your opponent will start to think is your "style." Once he's familiar, and reacting and anticipating the way you want him to, change your tactics entirely.
- Vary your attacks to target multiple levels. Force your opponent to switch between high and low blocking every time you combo.

Know your range.

Offense

- A strong offense is better than a good defense. Don't back down unless you really, really have to.
- Pressure your opponents into walls, corners or edges of rings to limit their options. Characters with fast attacks, like Lau, can annihilate opponent this way.
- Do not hesitate to ring-out your opponents. It may seem like a cheap victory, but it is a victory.
- An opponent who stays on the ground for more than a second after falling is just begging for a beating. Use the Up and Punch or your character's unique standing ground attack whenever possible. However, you should Pounce only if it's a guaranteed hit; otherwise, you'll take more damage than you dish because of the recovery delay from the move.
- Learn your character's airlift move or moves to start off inescapable juggling combos. With relatively little practice, you can juggle someone three times without much trouble. With a character like Kage, this can be devastating.
- Running away and waiting for the clock to run out is a cheap way of winning. Only real wussies use this kind of tactic.
- Use Throws as often as possible. The worst thing that can happen is your opponent negates it, but you can follow up with quick punches or a low sweep if you're savvy.

Take 'em down hard.

Try to confuse them.

Hold onto it Properly

It's all in the thumb

Try not to keep your thumb too tense, as you need to be able to "roll" the pad quickly and smoothly. Use the fleshy bit of your thumb, and make sure you hold the joypad sturdy with your hand underneath.

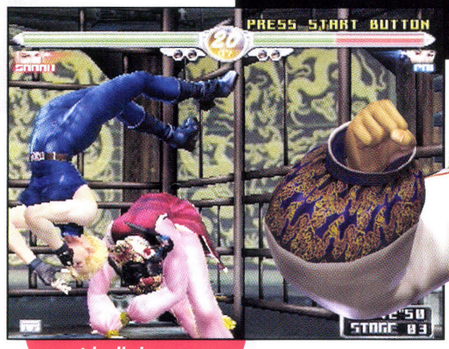
Pushing the right buttons with the right fingers

Put your first finger on block, your middle finger on punch and your third finger on kick. With your hand in more of a "typing" position, it's easier to react to what's happening on screen. You may find that having your thumb on the buttons feel more comfortable for some moves (like Throws), but you should try to condition yourself away from this. Use the very tips of your fingers to execute all of the moves.

Defense

- Master your defense and save yourself some trouble. If you're more patient than your opponent, you're going to find that blocking and pushing back moves is going to break the flow of someone who is being entirely offense-oriented. It's very satisfying to have your back up against the edge of the ring, only to reverse an opponent who's rushing you, flipping him over your shoulder and out of the ring.
- Rising attacks are for suckers and just leave you open for a beating. It is absolutely necessary for you to learn how to Tech Roll out of the way of a Pounce. Set it up in the Training Mode if you have to, but this is a defensive skill that you need to develop.
- Crouch and block if you need a breather.

Use Throws a lot...



...with all characters.

Virtua Fighter 1 Fighter Mode

Use a created character to reach at least the first Dan rank. Select that fighter, then hold Punch and Kick until the match begins.

Training Stage 1 in Versus Mode

Use a created fighter to reach first Dan to unlock the first training stage in Versus Mode.

Training Stage 2 in Versus Mode

Use a created fighter to reach fifth Dan to unlock the second training stage in Versus Mode.

Training Stage 3 in Versus Mode

Use a created fighter to reach the Monarch rank to unlock the third training stage in Versus Mode.

Dural's Stage in Versus Mode

Use a created fighter to reach the Emperor rank to unlock the hangar.

Fight as Dural

Defeat Dural in Kumite Mode to unlock her. She will be selectable in Versus Mode only, and her stage isn't selectable. However, when you choose to fight as Dural, it will always be in her own environment.

Keep a Winning Streak in Kumite Mode

If you're on a roll in the Kumite Mode but are worried that you're about to lose, pause the game and quit to the main menu. The game will save. Once you return into Kumite, you will still have your winning streak and no losses.

Special Items

Get 100 consecutive wins in Kumite Mode, and your character will be awarded a special item. Each character has a different special items. But no matter which one you get, they're all a great way to show off to your VF playing buddies.

or you can choose a level number and choose to start at the boss of that level. During the game, press SELECT to end the current level and return to the title screen.

JACKIE CHAN ADVENTURE

Unlock Stage and Scrolls

Enter this cheat at the "Press Start" screen, before you begin a game.

Stage Select and All Scrolls Unlocked

Hold R, then press B, A, Left, Down, Up, Right. The stage select menu will come up, and at the bottom you can toggle the scrolls on and off.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

MEN IN BLACK: THE SERIES

Level Passwords

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

Episode 3: Alien Technology Lab
HSDSHSBS
Episode 4: Rocket Silo
MXNMSNNG
Episode 5: MIB Safe House
THXBXSCK
Episode 6: Halloween in Manhattan
NNTNDWNY

MONSTERS INC.

Level Passwords

Level 2
SJBOGS
Level 3
MKB2Z7
Level 4
VPB97I
Level 5
LLCOBK
Level 6
8PW2DY
Level 7
NQWOJF
Level 8
WRC9SQ
Level 9
3RCI94
Level 10
XRDZB1
Level 11
YRX2DQ
Level 12
3NX2JX
Level 13
LTD!SK
Level 14
ZTFZD8
Level 15
BYY2NL
Level 16
M2F9S7
Level 17
LYGOBO
Level 18
1FZ2CJ
Level 19
F2Z2FM
Level 20
F2Z2KR
Level 21
PNG!TL
Level 22
WRG!!C

NBA JAM 2002

Open Courts and Playoffs

From the Main Menu, choose Season Game Mode. Now select Password and enter the following codes.

Beach and Street Courts
LHNGGDBLBJGT
Playoffs
MKJLBFQBLDGH
(Note: You will be in the playoffs as the Toronto Raptors.)

NFL BLITZ 20-02

Unlimited Turbo

From the main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

PINOBEE

Secret Transformation

Once you get all 16 regular itmes from one color category, the Queen and King Items will be available. Normal items will be in the Item Capsules on the map. Collect these two items to be transformed into Super Pinobee.

PITFALL: THE MAYAN ADVENTURE

Level Select

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug

To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues

Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down. This will give you an unlimited amount of continues.

99 Weapons

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select. The Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

READY 2 RUMBLE BOXING: ROUND 2

Button Codes

Enter the following codes from the main menu screen. You'll hear a cheering sound if you entered the trick correctly.

Rumble Man
Left, Left, Right, Left, Right, Right, Left, Right, Left, L-Shift+R-Shift.
Shaquille O'Neal
Highlight Survival and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L-Shift+R-Shift.
Michael Jackson
Highlight Arcade and press Left, Left, Right, Right, Left, Right, L-Shift+R-Shift.

SONIC ADVANCE

Classic Mode Sonic

Use this code to have Tails follow you during the game like he did in Sonic 2 & 3. Input this button sequence at the character select screen. Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now during gameplay, Tails will follow your every move!

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in bold) and what they open up when you use them.

W7HV1
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.
W7HZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.
W70ZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.
080ZG
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open,Web Compressor, Chemcorp Open, Left Wrist Container.
Z787K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.
ZV87K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.
ZV7Z2
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.
ZV3Z0
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.
HV37K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.
JV37H
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.
JV310
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit.
JV31
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit. Mysterio Defeated.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened
Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.
Smiley Face Blood
Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.
No Blood
Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.
Constant Zoom In and Out
Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.
Unlock Spider-Man
Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).
Level Select
Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.
Level Select and Lotsa Money
Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

WOLFENSTEIN 3D

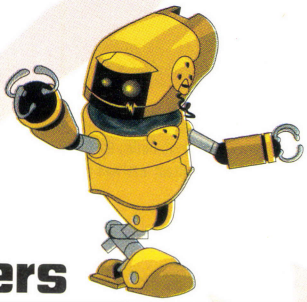
Weapons and Invincibility

Pause during gameplay and enter these codes at the Options screen. If you hear a sound, the code has been entered correctly. You will need to re-enter the weapons cheat once you run out of ammo.

Get All Weapons, Full Ammo and Health
Pause game and hold L+R, then press A, B, B, A, A, A, A, A.
Invincibility
Press Start and HOLD L + R and press A, A, B, A, A, A, A, A

FAN CLUB

Rants and Raves, Opinion Polls, Fan Letters



WELCOME TO THE CLUB!

Since it's so much easier to converse with our loyal readers on the GameNOW Message Board than it is to chat on AIM, we've broadened our Message Board sidebar so that it's on two pages. Visit www.gamers.com to talk to us!

Rants n' Raves p102 | Hot or Not p104 | Gamerdex p105

OG SPY

Dear GameNOW,

I was reading through *GameNOW* #08 and I found something that confuses me. In your "Game Glance" section, you mentioned that you cannot play the original 1984 version of *Spy Hunter* on the GameCube version of *Spy Hunter*, but later on in the issue you say on the "Target Tip Card" that you can play the older *Spy Hunter* by entering OGSPY as your name. Are these two different things, or did you just screw up?

Cassidy McCurdy
arnyboy@bolt.com

Sorry, Cassidy, that's our screw-up. Sadly, only the Xbox version of Spy Hunter contains the arcade classic. GameCube and PS2 owners are out of luck. What the heck were you thinking, Midway?

PAC-MAN FEVER

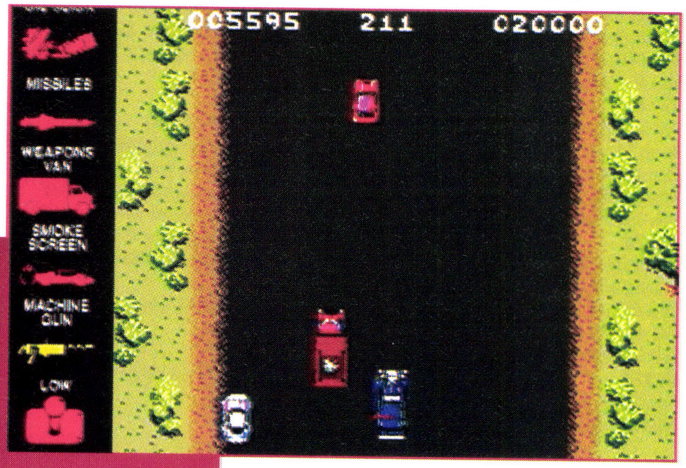
Dear GameNOW,

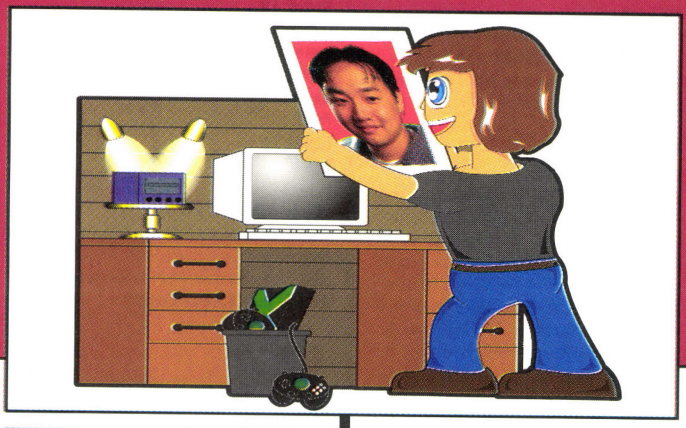
I recently purchased *Pac-Man World 2* for my GameCube, and I can't figure out how to clear those impossibly huge gaps in the B-doing Woods and in the Treewood Forest. Please help!

Name Withheld
ICEWIZARD7@cs.com

To beat the level, just butt-bounce your way across those floating targets—they'll make a "b-doing" noise each time. And if you want some extra fun with gaps, check out Madonna's teeth.

SPIES LIKE US *Unfortunately, the only version of* Spy Hunter *that contains the original arcade classic is the Xbox version. Enter the cheat OGSPY to play it.*





LETTER OF THE MONTH

POSITIVELY P.O.'ED

It seems like you guys feel the need to insult at least one reader a month. Considering how unpopular the switch to the awful *GameNOW* was, I wouldn't recommend pissing off the half dozen readers you have left. Is it an inferiority complex you have from being the former *EGM2*? Do you just like pissing off loyal *Expert Gamer* subscribers who were screwed because of the switch? Whatever your excuse may be, you might want to tone it down a bit. It isn't nice to piss off the people who contribute to your paycheck.

GAMENOW EDITOR

Mainstream system of choice: Everything (but with a bias toward Nintendo).
Hardcore system of choice: Everything but Xbox and Atari Jaguar (the latter with good reason).
Habitat: Cubicle across from the far superior *EGM* editors.
Greatest Ally: *EGM* editors.
Fiercest Enemy: *GameNOW* readers.
Diet: Mountain Dew Code Red and coffee.
Fondest Memory: Having a decent job at *Expert Gamer*.
Evolves into: Complete jerk.
Dreaming of: Being Dan Hsu.
Rarity: Only seven currently on the animated roster, or not rare enough.

Name Withheld
DamJrok@cs.com

Wow, you used the word "piss" three times! Let's see what else you did: You used "inferiority", "unpopular," "jerk," "bias" and "screwed." Psychologists believe negative comments mirror internal feelings and often reflect the source (in this case you); not the target (GameNow). If this theory is true, then friend, we think you're being too hard on yourself. Sure you might be a biased, unpopular jerk who's screwed by his inferiority, but at least you're not too piss-piss-pissed off!

FOUR TIMES THE FUN *Don't worry, GameCube fans, when PSO arrives, you can play it online or with four players on one TV.*

SECRET SINEMAS

Dear GameNOW,

I'm having a tough time getting my PlayStation 2 to play DVD movies. Whenever I put in a DVD, I'm asked if I want to change the parental access level to Level 8, which I need to do if I want to watch most movies. However, I don't know the password that allows me to alter the parental control setting. I went to the PS2's set-up screen to try changing my password, but it just asked for my password again. What do I have to do?

Name Withheld
JENESEIS@aol.com

You're not the first one to run into trouble with this. To fix it, go to the "Change Password to Level 8?" prompt, select "0" four times and you'll be set! Now you can finally watch ol' Ted Levine put the lotion in the basket. Saweet.

PHANTASY STAR ON NINTENDO

Dear GameNOW,

For months I've heard that *Phantasy Star Online* is coming to Nintendo GameCube, but I have yet to see it in stores. What's taking so freakin' long? Would you please reply to me personally or review an article about it in a future magazine? Thanks.

Dustin Thornton
Address Withheld

PSO is indeed coming to the GameCube under the title Phantasy Star Online: Episode I & II. The "Episode II" part of that title is not the same as PSO Version 2 that was on the Dreamcast. Instead, it means that there are a couple new character classes and some new dungeons.

You will be able to play the Cube version of PSO with four players on the same TV, but of course, you will also be able to play it online. Later this fall, Nintendo is releasing a v.90 modem adapter and a broadband adapter for the Cube for $34.95 each. Either way you play, it's time to get addicted to PSO all over again.

MISSING KOMBAT

Dear GameNOW,

I was reading your fighting game article the other day and I was wondering if you guys knew of any places online that I could find games like *Project Justice* that have completely disappeared from places like EB and GameStop. Please don't just say "eBay."

Sean Rose
Address Withheld

Um...have you tried eBay?

A SWINGING PAD

Dear GameNOW,

Where can I get a dance pad or *Dance Dance Revolution*? I am thinking of getting the game, and I have heard the dance pad is really good. Thanks, and please reply.

Name Withheld
MoonAnime7@aol.com

You can still snag a dance

Oddball Letter of the Month

Sonic the Hedgehog's friend Knuckles needs a brother. You see, Knuckles is named after the end name of a weapon. In my opinion, he should have a long-lost brother named "Brass." If he is put in the game, you will not have to give me any credit. If you give this to the Sonic team, I will be very grateful. His super form is copper, he knows kung fu, and he thinks like Knuckles, only he doesn't help guard the Master Emerald. He has metal hands because he was born without hands, then Eggman built him some. He is a good guy, too. And he never takes off his glasses, and here's a quarter.

Dillon Gronan
Wylie, TX

"Brass" is cool, but we think a brother for Knuckles named "Chuckles" might be even better. He would be this freaky clown with green hair and a lisp who wears pajamas and rides a lawn tractor. He'd know kung-fu, but would have boomerang pies for hands, which he would toss at people for protection. Popping his clown nose off would transform him into a monkey, but he'd still be a nice guy and never take off his purple glasses—you know how that goes. Eggman would build him shoes made out of cheese, and the clown would chuckle over and over again. Oh, and thanks for the quarter—we bought something.

GAMENOW MESSAGE BOARDS

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RE: WHAT WOULD BE THE ULTIMATE GAME???

emeralddragon
Posted On: 5/14/02

Oh i know a Survival Horror featuring Solid Snake, Lora croft, and yours truly Duke Nukem. The setting would be a city where you can go into buildings all the time and steal money and food. Ride cars kill zombies. And uuumm... Stuff

Reply to This Message

MattGNO
Posted On: 5/14/02

The ultimate game would be where you are a guy who does favors for all sorts of people, even the mob, and then you try to do all these missions, and to do them you steal cars and such, and you could play for hours and not get bored. Also, you could shoot everyone you wanted to and steal police cars and stuff. Wait, isn't there a game just like this? Oh yeah! GTA 3!!! your just jeleous that the voices talk to me...

Reply to This Message

RE: WHAT'S THE SMURFIEST GAME OUT THERE?

Taggerung
Posted On: 5/15/02

Smurf-anything you want it to be.

Reply to This Message

LETTERS

Rants n' RAVES

WHAT YOU LIKE AND WHAT YOU DON'T

Dear GameNOW,
I'm excited about the chance to play some of these games online. I missed out on the Dreamcast era . What am I looking forward to most? Smoking you magazine guys in the game of your choice. YEAH!

John Neugebauer
Shaker Heights, OH

Dear GameNOW,
I bought an Xbox in April. One month later it's a hundred bucks cheaper. What gives? Pretty soon Bill Gates will be chucking them onto people's front yard—meanwhile I'm a hundred bucks lighter. I think I'll list this thing in the paper and see if I can get some sucker to bite for the three bills. I just want my money back. Damn you, Bill Gates.

Ryan Jaerbo
Cumberland, TN

Dear GameNOW,
I just wanted to say what a great job you did on your Resident Evil strategy guide. It blew GamePro's out of the water!

Name Withheld
CerMakAlot (Instant Message)

Dear GameNOW,
Geez, am I the only one waiting for a decent RPG for the Xbox? Hmm... I'm gonna start going for the PS2 more.

Name Withheld
longlostpenguin (Message Board)

pad in most retail stores. If it's at all possible, get the official Konami pad, which is sold in a bundle pack with the original Dance Dance Revolution. If you can't find the pad in stores, check out some online sites like www.ebgames.com or www.gamestop.com. As of this writing, both websites still had them in stock.

IMPORT CHEATING

Dear GameNOW,
Here's a question that only you can answer. I have been reading your magazine for many years and no one has ever asked, "Where can you find codes and GameShark codes for imported PlayStation games?" I really need to know because I'm stuck on Area 5 in *Robot Battle of Goemon New Age*. Help!

Gary W. Wong
San Francisco, CA

Well, Gary, if you don't mind forking over some cash for a GBA Codebreaker (a GameShark equivalent), you'll be in luck! We checked around and found some great Goemon New Age codes that included "Infinite Time", "Max Money" and more at: www.cmgsccc.com/gba/index.php?game=126.

GRAB A DANCE PAD *Dance Dance Revolution is a great game, but you won't have nearly as much fun without a dance pad.*

MORE CUBE!

Dear GameNOW,
First of all, I would just like to say that I have the greatest respect for you guys. Even with all the hate mail you guys put in your mag, you still tell it how it is when it comes to games. I just have one, tiny, minuscule request: More GameCube reviews!

Jonathan Kara
Address Withheld

Thanks for the good words, Jon. Actually, we have one, tiny, minuscule request, too. Nintendo—make more GameCube games! We'd be more than happy to review more GC titles, but, dang it, there's just not a whole lot of 'em out there now. Luckily, it looks like that situation will change by the end of the year when we start seeing more games like Super Mario Sunshine and Metroid Prime.

YOU DON'T SAY?

Dear GameNOW,
Please do not take this for a junk letter. Bill Gates is sharing his fortune. If you ignore this, you will

FAN "CHALLENGE"

We set the task, you waste time trying to do it. Sweet.

Here's one for you beginners out there. Gather up all your courage and see if you can complete the beast that is *Britney's Dance Beat* for the PS2. It's gonna be a tough journey, but unless you're a hopelessly uncoordinated dope, you can do it.

"CHALLENGE" Beat Britney

Can you handle Dance Beat's whopping song library? Let's face it—five is a huge number!

Thanks, Brit. Beating your game was the best 15 minutes of our lives. That, of course, is a lie.

repent later. Microsoft and AOL are running an e-mail beta test. When you forward this e-mail to friends, Microsoft can and will track it for a two week time period. For every person that you forward this e-mail to, Microsoft will pay you $245, and for every third person that receives your mail, you will be paid $241.

I thought this was a scam myself, but two weeks after receiving this e-mail and forwarding it on, Microsoft contacted my friend Tina and asked her for her address. Within days, she received a check of $24,800. You need to respond before the beta testing is over. If anyone can afford this, Bill Gates is the man! It's all a marketing expense to him. Please forward this to as many people as possible. You're bound to get at least $10,000.

Noel Williams
noelwilliams601@msn.com

Thanks, Noel, we sure could use an extra $10,000. And since you were so kind to forward this message to us, we couldn't help but return the favor. Hope you don't mind that we sent this to all of our friends at www1.ifccfbi.gov/index.asp, the Internet Fraud Complaint Center. Tell the FBI we said hi!

THIS JUST IN

Dear GameNOW,

I love Phil, and I hate Justyn, and I kinda like Dan—but not as much as Phil! But I REALLY hate Justyn 'cuz he is so stupid. Buh-bye!

Name Withheld
I_Love_Phil_Theobald@yahoo.com

Tsk, tsk, tsk. Now you've gone and done it...

JUMPING THE GUN

Dear GameNOW,

When will *Final Fantasy XII* be out in America?

Name Withheld
SilverOrZ

GameNOW would like to take this time to point out the stupid stuff we have to put up with a thousand times a day, every day.

PHONY MUSHA

Dear GameNOW,

Hey! *GameNOW*'s the best! Anyway, I was playing the Capcom game, *Final Fight One*, on my GBA the other day and noticed something kinda interesting. I was playing as Alpha-Cody, and when I got to the second level boss (the ninja), he mentions in the conversation that he is the "Oni Musha." This is interesting because Capcom also made the game *Onimusha*. I just found this kinda cool. Well, keep up the good work!

Name Withheld
EPITRACHEGITAR

Although Capcom may have intended this to be a sort of in-joke, it isn't necessarily one. Oni is a traditional type of Japanese demon, and the word roughly translates into English as "demon" or "ogre." "Musha" is another Japanese word that means "warrior" or "samurai." So when the Final Fight One character refers to himself as the Oni Musha, he's simply saying that he is an ogre samurai or a demon warrior or a ogre warrior or a demon samurai. You get the idea.

WRONG WRESTLING ENTERTAINMENT

Dear GameNOW,

I don't know if this is wrong or if it is how it supposed to be, but in the last mag (I think June) you said *WWF*—I mean *E—WrestleMania X8* was going to be on the GBC. What is that? Did you mess up?

John R.C.
Scoobydiesel@cs.com

Well, if you check out our cover story this month, you will see that we were mistaken. WWE WrestleMania X8 is for the GameCube, not the Game Boy Color. Somehow, an extra "B" smust have lipped to the system name there. Still, if you're itching for a portable WWE game, WWE Road to WrestleMania X8 is coming to the GBA this fall.

THE ANSWER

Dear GameNOW,

I really want to know what your favorite game system is and why. Can you please answer this question?

Justin Schneidt
Address Withheld

This is, by far, the most frequently asked question we get here at GameNOW. Sure, most other magazines avoid the question, but not us. Over the last couple of months, we have done research and discovered that the best game system is th

RESIDENT EVIL RESULTS

Congratulations to Chris Boczarski!

Chris correctly answered the questions below to win the *Resident Evil 3* jacket that's been collecting dust in our office for the past three years. Way to go, Chris!

1. *Q What does S.T.A.R.S. stand for?*
   A Special Tactics and Rescue Services.
2. *Q Who is the "One Dangerous Zombie"?*
   A Forrest Speyer.
3. *Q In this game, what is the one file that only Jill can pick up?*
   A Barry's Family Picture.
4. *Q What is a "yellow fizzie"?*
   A Acid Rounds.
5. *Q What two in-game items contain the inscribed phrase: "While there is life, there is hope"?*
   A Wooden Shield and Golden Shield (it's inscribed in Greek on the shields themselves).

GAMENOW MESSAGE BOARDS

Search This Board »

Powered by GAMERS.COM

RE: IS PLAYSTATION GONE BECAUSE OF PS2?

emeralddragon
Posted On: 5/14/02

Sadly, I think so. The games are cheaper and not as interesting.

Reply to This Message

Kawi gurl
Posted On: 5/14/02

I noticed now the only PS games are from companies looking to make some quick cash. Like the Harry Potter and Casper games.

Reply to This Message

PS2-less
Posted On: 5/14/02

Poor PS...technology has overtaken our society. No one is happy with the way things were. All they want is better graphics. Can't they just be happy for once? In the wise words of Serj Tankian: "Science has failed our world". Okay, I'm done.

Reply to This Message

MattGNO
Posted On: 5/14/02

Ahem, ahem. Has anyone heard of the Italian Job?

Reply to This Message

rinoawannabe
Posted On: 5/14/02

The PlayStation is not dead my dear friends. Its sister system PS2 playes the old games. But look at N64..do you see any new games comming out for it? No, because there's no connection between the two systems..I swear the folks at Nintendo should have included a cartrage input...then it would still have games on it, like the PS has...very little but it still has games on it.

Reply to This Message

TOP TEN SPORTS GAMES RULES

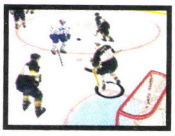
Sports game developers would be wise to heed the following

1 SUBSTANTIAL GAMEPLAY CHANGES
None of this *FIFA: Road to the World Cup* re-hash. We want gameplay improvements, updated gameplay and, basically, our money's worth.

2 FRANCHISE MODE
Every sports game's gotta have it. What's the use of having a season if you can't improve, mold and draft for your team. Do it, or else!

3 GIVETH. NO TAKETH.
Once a feature has been in a game, don't take it out. If you have create-a-player in NFL, have it in NBA. Makes sense, right?

4 WHEN IN DOUBT, IMITATE
If your game sucks, copy those who do it right. Imitation is the sincerest form of flattery, and it might save your game from major suckage.



5 HIRE A FEW TESTERS
We've seen games with bugs large enough to take over New York City. Testers would help prevent the GameDay and Quarterback Clubs of the world.

6 STOP CALLING YOUR GAME SIM
Sports gamers drool over "sim" games, but what we really want is fun. Don't call something like *Fever* sim only to turn around and give us 11-on-11 *Blitz*.

7 NO FALSE ADVERTISING
Plenty of games have featured bullet points on the box that aren't in the game. This is lying. It's worse than crapping in our oatmeal. Don't do it.

8 UNIFORM OPTIONS
Sports gamers are geeks just like their RPG brethren. We want home, away, classic, future and every other kind of uniform available.

9 SHARE WITH OTHERS
There's no reason why four EA games should have Dynasty and one (March Madness) shouldn't. Share features and make all the products better.

10 DO IT ALL OVER AGAIN
Every now and then, the game should be completely *gasp* re-done. Keep the genre fresh by innovating every now and then.

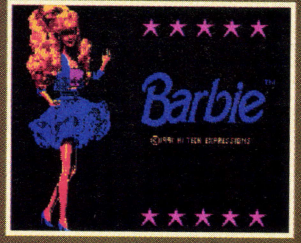
CRAP FROM THE PAST

Old games that stink it up!

BARBIE
(NES)—1991

Girls like video games. We all know that. Sure, our favorite industry used to be very male-oriented, but in recent years, great titles like the Final Fantasy series, *Metal Gear Solid* and even *GTA3* have really turned females on to the joys of gaming.

Back in the day, however, if a close-minded company wanted to lure the fairer sex into turning on a Nintendo system, they would release a "girl game" like *Barbie*. (Note: We use the term "game" in the loosest possible sense.) Moving a poorly animated and difficult to control plastic doll through a multitude of bright-pink, shopping-oriented levels barely qualifies as a "game." It wouldn't be until years later that companies realized that if a game had a good story and played well, girls would play it.



HOT or NOT

GameNOW tells you what to like

■ E3
All the hottest games under one roof, and we got to play 'em all. You know, sometimes this job is pretty sweet.

■ PHANTASY STAR ONLINE FOR GAMECUBE
New classes, new dungeons—as long as this game is playable online in the U.S., we'll become *PSO* addicts all over again.

■ NESQUIK BANANA MILK
It's milk, but it tastes like bananas. Delicious! Too bad it's not available in powdered form.

■ TRANSFORMERS—GENERATION 1
Between a sweet new comic series and a DVD box set, the old school Transformers are back!

■ STAR WARS LEGOS
The coolest toys ever.

■ MINT SKITTLES
Sure, they taste OK, but the concept of Mint Skittles is just—well, it's just wrong.

■ FR-OOZE POPS
This candy pop may be tasty, but its unique shape makes it difficult to watch someone eating it.

■ CARROT TOP (AGAIN)
Yeah, we know we said Carrot Top wasn't hot a few months back, but we keep seeing commercials starring this loser. Enough already! Watching this freak doesn't make us want to use whatever product he's pitching.

■ SCOTT BAKULA
We can't really explain it, but this sci-fi star just rubs us the wrong way.

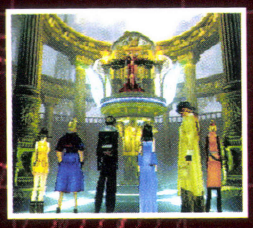
■ GAMECUBE RESIDENT EVIL'S BOX ART
Seriously, Capcom, what were you thinking with this ugly box?

GAMERDEX

We discovered many types of gamers out in the wild. Which one are you?

TOUGH GIRL GAMER

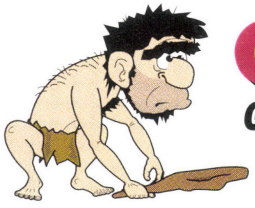
Mainstream System(s) of Choice:
Any that have girls whoopin' @$$!
Hardcore System(s) of Choice:
See above, but more of 'em
Habitat:
An arcade stocked with fighting games
Greatest Ally:
Fighting Gamer
Fiercest Enemy:
RPG Gamer, Import Gamer
Mating Call:
Doesn't need one
Diet:
Nails—as in "Tough As"
Fondest Memory:
Beating a bunch of guys in the arcade at any of the Tekken games
Evolves Into:
Fighting Gamer
Dreaming of:
An RPG where the women are tough and don't take any crap from anyone
Rarity:
Rare



Tough Girl Gamers enjoy games with strong female characters like the Tomb Raider series, not RPGs such as Final Fantasy VIII.

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."

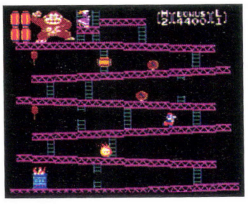


GAMING EVOLUTION

Games and characters that endured time (

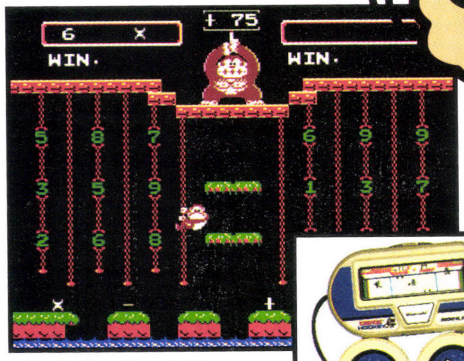
Donkey Kong (1981-Present)

IN THE BEGINNING
Donkey Kong (1981)
Talk about an important game. This classic introduced the world to master gamer designer, Shigeru Miyamoto, Mario and the greatest video game ape of all time, Donkey Kong.

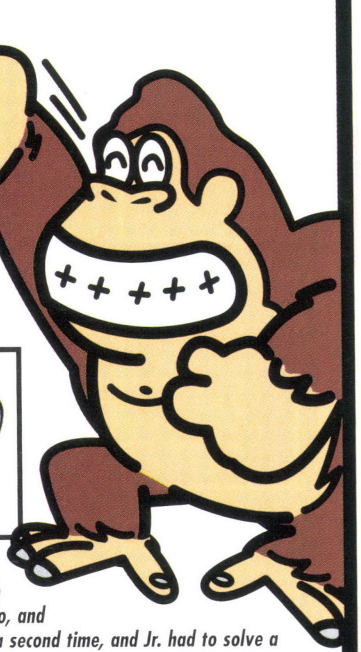


GROWING UP
Donkey Kong Country (1994)
After spending many years outside the gaming spotlight, Donkey Kong returned (with a few lame co-stars) in a title that proved just how much power the Super NES had under its hood.

CURRENT SUCCESS
Super Smash Bros. Melee (2001)
Good ol' DK is currently smashing up his fellow Nintendo characters on the GameCube. His immense strength and his ultra-cheap Hand Slap move make him a powerful contender.



Go, Donkey Kong Jr.! Save your papa with your mighty math skillz!



MOST EMBARRASSING MOMENTS
Donkey Kong Jr. Math (1983) *and* Donkey Kong Hockey (1984)
We all know that in Donkey Kong Jr., *DK was captured by Mario, and the ape's son had to rescue him. Apparently, Kong was captured a second time, and Jr. had to solve a series of math questions to save his dad. We don't want Donkey Kong teaching us math. Lame!*

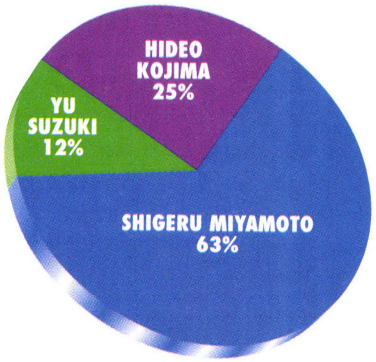
Donkey Kong also starred in a horrible Game & Watch game called Donkey Kong Hockey *that had the overgrown monkey facing off against Mario on the ice rink.*

OPINION POLL

What's the best controller of all time?

Head over to the *GameNOW* message boards at www.gamers.com to see the choices and vote for your favorite. That's www.gamers.com, folks. See you there!

"Who's your favorite game designer: Shigeru Miyamoto, Yu Suzuki or Hideo Kojima?" - last month's topic



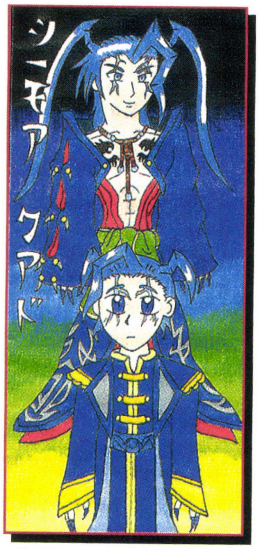
FAN LETTER ART

Where A Little Creativity and a Stamp Can Make You Famous!

Send your letter art submission to: GameNOW Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

1ST PLACE
John McEwan
Upland, CA

2ND PLACE
Chan Phui Yung
Singapore



3RD PLACE
Joanna Olvera
Donna, TX

GAMENOW CREW

DAN LEAHY
EDITOR IN CHIEF
The subject material for the winnig letter art submission had nothing to do with it winning. It's a visually arresting piece that flies in the face of conventional art. Well-done! :-)

JUSTYN HARKIN
MANAGING EDITOR
To the person at I_Love_Phil_Theobald@yahoo.com: Justyn now knows how to get in touch with you, and it's only a matter of time before he finds your house. Sleep tight.

PHIL THEOBALD
REVIEWS EDITOR
If Phil has learned anything this month, it's that deadlines, trips to E3 and midnight showings of Episode II don't mix. He's still tired, but it was worth it to see Yoda swinging that lightsaber.

ETHAN EINHORN
PREVIEWS EDITOR
Ethan's been blown away by the quality of this summer's blockbuster movies—so far, Spidey is his favorite. He also liked Episode II, but thought that all of its lovey dovey scenes were dopey.

CAREY WISE
SENIOR ART DIRECTOR
Carey's been watching an unusual amount of war flicks lately, so we were surprised to find out how much he liked Spider-Man. "It doesn't have enough guts," he said, "But it passes muster."

DAVE MALEC
ASSOC. ART DIRECTOR
With seemingly no end in sight, Ethan continues to torment Dave with what some might consider verbal abuse. Yes, six little words have never hurt so much. "Hit me baby one more time."

MARK MANZO
ASSOCIATE EDITOR
Manzo made the leap from Art Guy to "Official Writing Dude" this month. Sure, he'll be typing more from now on, but he still looks forward to arting it up with fingerpaints and fruit-scented markers.

AOL	Snail Mail	Email
GameNowEdit GameNowMag Use AOL Instant Messenger to catch us while we're at work. If you got questions, we've got answers.	GameNOW FanClub P.O. Box 3338 Oak Brook, IL 60522-3338 Send your Letter Art and other contest entries here.	Game_Now@ziffdavis.com You can also contact your favorite editor by filling his name into this simple e-mail address: [first name]_[last name]@ziff-davis.com

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Contact anyone on this masthead via
email using first name_last name@ziffdavis.com

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OFFICIAL CONTEST AND SWEEPSTAKES RULES

Trick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by July 20, 2002. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about August 1, 2002. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2002 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "FanClub" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at xg@ziffdavis.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 10th day of the month for the next available issue of GameNOW. Sponsors assume no responsibility for lost, mutilated, late illegible incomplete, postage-due, or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.
2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of $29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338.
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4. Winners' List: For a list of winner, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date.
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GAMENOW

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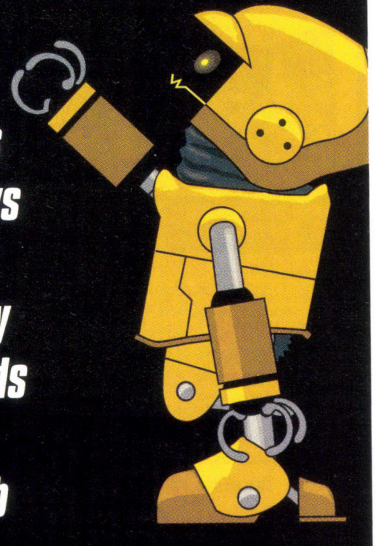
- Xbox
- PlayStation
- Nintendo 64
- Game Boy Color
- Game Boy Advance
- GameCube

- Reviews
- Previews
- Codes
- Strategy
- Tip Cards
- News
- Fan Club



GAMENOW SALUTES

THE COOLEST DENTIST EVER!

GameNOW has realized that the gaming community is much larger than the "Big Three" or the development houses and production studios that bring us the games we enjoy. If there's someone in your community that you think we should know about, and "unsung hero" of video games, if you will, send us an e-mail at game_now@ziffdavis.com.

Getting braces bites big time, but at the the "My Orthodontist" office of the Fairless Hills Dental Center in Fairless Hills, PA, you at least get a free GameCube out of the deal. Sure, your mouth is going to be put through the Olympics of Pain, but as you lean back in the chair and suck down some of that sweet, sweet nitrous oxide, your mind will wander off to a happy place filled with visions of Mario, Link and Samus—that is, of course, until the cacophony of drilling wakes you from your NO_2-induced slumber and you realize that the ear-piercing screams that you're hearing are your own... but we digress.

Never once, in the long and storied annuls of American orthodontia, has there ever been a dentist as cool as Dr. Vincent Cullen, the man behind the GameCube-for-braces promo, and we here at *GameNOW* feel that it's our duty to tip our hat to the man that has finally made being on the receiving end of orthodontics fun. Dr. Cullen, we salute you!

The above ad was sent in by the ever-vigiliant *GameNOW* news contributor, Derek Collins.

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NEXT MONTH

A LOOK AT UPCOMING ZIFF DAVIS PUBLICATIONS

GAMENOW AUGUST 2002

On Sale July 16

It's where all of us magazine folk get to play the hottest games that are coming out in the next year. We'll share our stories with you.

Nobody likes Nazis, so our Medal of Honor Frontline *strategy should give you the goods to take out as many krauts as possible.*

Next month we'll tease and torment you with all the games you're going to want this fall. Yep, it's our super-duper, extra-special fall preview, featuring coverage on all the sure-fire hits. On the review side, we'll put PlayStation 2's *Stuntman* through the paces. We've heard nothing but good things about this title, and we'll share all we know with you. We're sure to have some strategy surprises and tons of codes to boot, so don't miss out.

PLUS!

- **E3 Coverage**
- **Medal of Honor Frontline**
- **Bomberman Generation**
- **Mark of Kri**
- **Elder Scrolls III**

COMPUTER GAMING WORLD

On Sale July 2

NEVERWINTER NIGHTS

CGW has the complete story on Bioware's Neverwinter Nights, an epic RPG with revolutionary multiplayer action that will let dungeon masters around the globe share their adventures online.

ALSO FEATURED:
- **Spider-Man**

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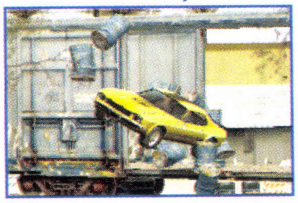

STUNTMAN

Electronic Gaming Monthly has got the exclusive road test for *Stuntman*, the year's wildest driving game. Find out if the makers of *Driver* have what it takes to crash onto your console.

ALSO FEATURED:
- **Resident Evil Zero**

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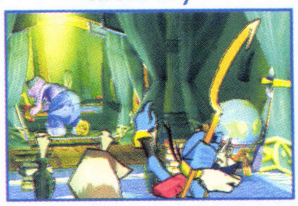

SLY COOPER AND THE THIEVIUS RACCOONUS

Next month, *OPM* covers *Sly Cooper and the Thievius Raccoonus*, a game that may be great enough to get you to look past its horrendous name!

ALSO FEATURED:
- **E3 Roundup**

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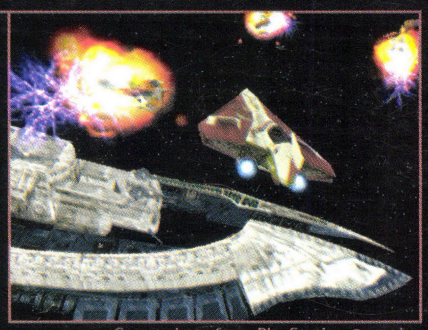

Screenshots from PlayStation 2 version

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